Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Taupe on August 31, 2015, 09:44:28 pm

Title: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Taupe on August 31, 2015, 09:44:28 pm



Murderflood is the sequel to Moltenchannels (http://www.bay12forums.com/smf/index.php?topic=121621.0), which in turn was a followup to the smoking disaster that was Ardentdikes (http://www.bay12forums.com/smf/index.php? topic=60408.msg1362055#msg1362055). The main objective of this project is to create a massive aboveground fortress in a desertic

biome. The twist? The fortress must be filled with magma channels and pools, and ultimately contain a self-destruct system that floods the fort with magma. Bonus twist? There is a lake nearby, and it is *haunted* terrifying.

This is a reboot of the original Murderflood. Yes, the whole five turns done in a single year are getting discarded. Most agreed, the save was a mess, a living proof that one fortress should not go through all 24 different builds of DF2014. Couple this with poor turn implementation, tree-induced crashes and the mysterious disappearance of the OP, and you have a fortress that goes nowhere, not fast. You can find the original thread HERE (http://www.bay12forums.com/smf/index.php?topic=143716.msg5659627#msg5659627) and HERE (http://www.bay12forums.com/smf/index.php?topic=149294.0).

General principles:

- 1-Must have a device to flood the fort with magma
- 2-Construction should be aboveground when possible.
- 3-We need more magma dikes. Build moar dikes!
- 4-Dangerous projects that kill everyone are awesome!
- 5-Bonus point for stylish desert metropolis look.

Basically, the closer we can get to the opening illustration while remaining a semi-functional society, the better.

Rules and guidelines:

- 1-Each turn runs for one in-game year
- 2-Players have two weeks to complete their turns. This rule will be enforced to avoid the mistakes of the past.
- 3-You have 48 hours to acknowledge your turn, lest you be skipped.
- 4-Floor before roof. Always. Growing trees crash the game, so please avoid future problems by diligently putting built tiles before adding a ceiling.
- 5-We are going with the default ascii tileset. It's ugly. You hate it. You'll learn.
- 6-Use of newbie packs and utilities are fine, so long as they don't change the game. Therapist and selection tools, yes. Cheats, no.
- 7-Die with style, not with shame. Avoid savescumming.
- 8-Try *not* to kill the fortress. You know what we mean.

Turn list:

Turn 1: Taupe -- Year 200 (complete)

Ghills (skipped)

Turn 2: Triaxx2 -- Year 201 (complete)

Turn 3: Urist McKiwi -- Year 202 (complete)

Turn 4: Deus Asmoth -- Year 203 (complete)

Turn 5: TheFlame52 -- Year 204 (complete)

Turn 6: Zuglarkun -- Year 205 (complete)

Turn 7: Gwolfsky -- Year 206 -1st quarter (complete)

Dumbestdorf (skipped)

Melkor (skipped)

Turn 8: Vuohijumala -- Year 206 - remainder (complete)

Crazyabe (skipped)

Haerdalas (skipped)

Taupe, second turn (skipped)

Turn 9: DuckThatQuacks -- Year 207 (complete)

Triaxx2, second turn, complete

Urist McKiwi, second turn complete

PyroTechno (skipped)

Deus Asmoth, second turn (skipped)

Theflame52, second turn complete Vuohijumala, second turn complete

Gwolfski, econd turn skipped

Haerdalas, second turn up next

Triaxx

Zuglarkun, second turn

TheFlameNumber

QuQuasar Ghills

QuQuasar again?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on August 31, 2015, 09:45:05 pm

Ouotes

(Feel free to suggest one!)

Quote from: Urist McKiwi on November 01, 2015, 02:34:08 pm

Quote from: Triaxx2 on November 01, 2015, 01:32:04 pm

Oh. Perhaps carve fortifications into the walls so archers can shoot at them as they crawl around.

There are a few, small issues with carving holes into the side of a magma dike.

Quote from: Mr Frog on November 17, 2015, 02:53:30 am

Quote from: Taupe on November 17, 2015, 01:11:34 am

Quote from: Zuglarkun on November 17, 2015, 01:03:15 am

our resident cactus is the younger brother of the current queen.

..Right. So apart from Haerdalas and her father, the entire royal family is composed of goblinists and cacti. We live by a sentient lake and the country is ravaged by the power of love. This succession fort is quickly becoming something weird.

I just stumbled onto this without any context and I have many questions

Quote from: De on December 07, 2015, 01:05:19 am

Quote from: Triaxx2 on December 06, 2015, 11:31:42 pm

Should be okay. Look how long it took before this version was stable.

This version is stable?

Quote from: Zuglarkun on December 21, 2015, 11:28:38 am

Spoiler: sorry couldn't resist (click to show/hide)



Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on August 31, 2015, 09:45:22 pm

Members of the Channels of Melting, past and present:

Spoiler: The seven founders (click to show/hide)



The founding seven, from left to right:

Thoryane -- Expedition leader and increasingly bloodthirsty axe-wielder. Called the monster slayer. Died to an undead siege (year 5)

Taupe -- Field supervisor, in charge of plants and pets both. First overseer of Murderflood.

Flame -- Mason and engineer, create wonders out of stone, both simple and elaborate. Died to the werebear Vuohijumula (year 1). Triaxx -- Heroic miner, who held his own against a werebear, saving the fortress. Second overseer of Murderflood. Melted by taking a nap in front of a magma flow he just unleashed. (year 3)

Zuglarkun -- Carpenter and architect of the fort. If you see it, she probably designed it. Died to an infected wound, caused by unknown forces. (year 1)

Gwolfsky -- Former pirate who fled from most early fights. Occasionally murders some of his fellow dwarves when possessed by some ghost. Can no longer stand.

Ghills -- Also known as Dwarf Aeris; heals and support the party. Also makes booze and cookies. Died to her infection during a chaotic moment. (year 1)

Other named dwarves:

Spoiler: First year migrants (click to show/hide)

First year migrants

Sarrak -- Metalworker turned soldier, great at dodging blows.

Haerdalas -- Veteran warrior and ranger. Foot severed by a werebear attack. Mauled by a different werebear. Don't bring a crutch to a claw fight. (year 3)

Sethatos -- Seasoned ranger, and bookkeeper of the Channels of Meltings. Struck down by the werebear Vuohijumula (year 1) Vuohijumula -- Humble engraver turned werebeast. Survived two months before turning on the fort and killing several. Put out of his misery by the monster slayer Thoryane. (year 1)

Spoiler: Second year migrants (click to show/hide)

Second year migrants

Vouhi-Pera -- We hardly knew ye. Distant cousin of the soldier-turned-scourge Vuohijumula. This is why you don't visit caverns full of giant toad corpses on your own. (year 2)

BlitzGamer -- Resident crossbow maker who somehow got on Triaxx's bad side. Turned cook after a terrible accident. Spawns a new child every year.

Nujux (Dumbestdorf) -- A simple-minded woodcutter. Fails to see why his chosen trade isn't useful in a desert.

CrAzY UrIsT (crazyabe) -- Resident doctor. Fourth time's the charm? Claims that surgery is best performed using a sword.

Sanctume -- Military volunteer. Resident armorer. Went missing mysteriously (year 3)

Zuglarkun the Second -- Claims to be the reincarnation of the founding architect, which is exactly how reincarnation doesn't work. Went mad after entering a mood while no cloth was available... (year 3)

Spoiler: Third year migrants (click to show/hide)

Third year migrants

Zuglarkun III -- Stop using this name. Mauled to death by a werebear after two weeks. (year 3)

Sir Humphrey Cactusson (Urist McKiwi) -- Third overseer of Murderflood. Also, an actual cactus.

VuohiParta -- Highly competent miller and farmer, member of the secretive and elusive Vuohi dynasty.

TriaxxII -- Engraver, working on smoothing and decorating the underground complex left by his namesake.

HaerdalasII -- Wife of TriaxxII, and active militiadwarf. Mother of 16 fucking children!?! Daughter of the current outpost liason. Slayer of many zombies.

Spoiler: Fourth year migrants (click to show/hide)

Fourth year migrants

Lord Asmoth -- Noble impersonator, and fourth overseer of Murderflood.

Dwarfing requests:

--Zuglarkun (again):

Quote

Requesting to be dorfed as Imush Kubukonul. Enable building designer and diagnostician labors (since he finds helping others rewarding) please. Also, I know its nigh impossible, but try to keep the bugger out of trouble. :P

--PyroTechno

--De:

Quote

Can I have a dwarf? I can't remember if I asked or not. I don't have a preference, just a spare dwarf. Maybe the one with the llama... though llamas kind of scare me come to think of it. I guess that could be a point of dramatic tension in my dwarf's life.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on August 31, 2015, 11:23:19 pm

Reserving this space for pictures, world history.

Planning to do a year by year picture series to trace how the fort evolves over time, as well as delving deeper into Legends mode to highlight interesting developments, Geo-political history as well as other interesting tidbits for story and flavor reasons.

The Dwarven Pantheon of The Stirred Irons

Spoiler: Cog Standknight (click to show/hide)

Cog Savotarzes, "Cog Standknight"

Cog Standknight was a deity that occurs in the myths of The Stirred Irons. Cog was most often depicted as a male dwarf and was associated with war and fortresses.

Spoiler: Equi Judgesystem (click to show/hide)

Egul Zatthudidith, "Egul Judgesystem"

Egul Judgesystem was a deity that occurs in the myths of The Stirred Irons. Egul was most often depicted as a male dwarf and was associated with order.

<u>Spoiler: Limâr Goldway</u> (click to show/hide)

Limâr Limuldeg, "Limâr Goldway"

Limâr Goldway was a deity that occurs in the myths of The Stirred Irons. Limâr was most often depicted as a female dwarf and was associated with trade and wealth.

Spoiler: Mostib (click to show/hide)

Mostib, "Mostib"

Mostib was a deity that occurs in the myths of The Stirred Irons. Mostib was most often depicted as a female dwarf and was associated with jewels and minerals.

Spoiler: Nekut (click to show/hide)

Nekut, "Nekut"

Nekut was a deity that occurs in the myths of The Stirred Irons. Nekut was most often depicted as a female dwarf and was associated with darkness.

Spoiler: Vakist the Meandering Lutes (click to show/hide)

Vakist Ablishitur, "Vakist the Meandering Lutes"

Vakist the Meandering Lutes was a deity that occurs in the myths of The Stirred Irons. Vakist was most often depicted as a female dwarf and was associated with speech.

Spoiler: Zan (click to show/hide)

Zan, "Zan"

Zan was a deity that occurs in the myths of The Stirred Irons. Zan was most often depicted as a female dwarf and was associated with creation, crafts, metals and mountains.

Spoiler: Zon (click to show/hide)

Zon, "Zon"

Zon was a deity that occurs in the myths of The Stirred Irons. Zon was most often depicted as a male dwarf and was associated with mercy.

Personages of The Stirred Irons

(contains spoilers from Legends mode!)

Queen:

Spoiler: Zasit Oslanenôr - Zasit Woundblue (click to show/hide)

Coming Soon!

Spoiler: Former Outpost Liaison, Dôbar Madushkeskal - Dôbar Pearshoots (click to show/hide)



Dôbar Madushkeskal, "Dôbar Pearshoot"

Dôbar Pearshoot was a dwarf born in 143. He was the sixth eldest son of Rith Fieldwheel and Ineth Omenmine.

In 145, Dôbar was abducted from Brandgears by Ber Lancemaligned.

In 145, Dôbar was imprisoned by The Balanced Terror.

In 145, Dôbar settled in Distrustthief.

In 154, Dôbar fled to Brandgears.

In 154, Dôbar was reunited with Rith Fieldwheel and Ineth Omenmine in Brandgears.

In 155, Dôbar became a stoneworker in Brandgears.

In the late spring of 188, Dôbar began worshipping the hill titan Shigós Washedrawness the Plain Gill of Mosses.

In the midspring of 191, the screaming horror Ingtak Crypttunnels the Umbral Abyss attacked $D\hat{o}bar$.

In the midspring of 191, the screaming horror Ingtak Crypttunnels the Umbral Abyss fought with Dôbar. While defeated, the latter escaped unscathed.

In 200, Dôbar became the outpost liaison of The Stirred Irons.

In 200, Dôbar settled in Boardsomber.

Related Historical Figures

Rith Fieldwheel, mother, b. 102 d. 188
Ineth Omenmine, father, b. 99 d. 188
Shigós Washedrawness the Plain Gill of Mosses the hill titan, object of worship

Related Entities

The Balanced Terror (former prisoner)
The Stirred Irons (member)
The Helms-Letter of Competing (former member)
The Stirred Irons (outpost liaison, 200 to present)
The Emerald Gorge (member)

Deceased:

Spoiler: Former Queen, Obok Abanstukos - Obok Constructrazor The Trampled Symmetry of Pools (click to show/hide)



Obok Abanstukos Tangathshazak Agsal, "Obok Constructrazor the Trampled Symmtr

Obok Constructrazor the Trampled Symmetry of Pools was a dwarf born in 65. She was the third eldest daughter of Stinthäd Shovedgem and Erib Cloisterbeach.

In 77, Obok married Vucar Biteceiling.

In 77, Obok became a fishery worker in Boardsomber.

In 116, Obok began scouting around Boardsomber.

In 120, Obok became the queen of The Stirred Irons.

In the midwinter of 201, Obok struck down Osta Scorpionshoves in The Beautiful Swamps.

In the late spring of 203, Obok struck down Amxu Werehero in The Beautiful Swamps.

In the late spring of 203, Obok struck down the human Snodub Tickdawn in The Beautiful Swamps.

In the midspring of 204, Obok struck down Utes Tormentbound in The Beautiful Swamps.

In the midspring of 204, Obok struck down the human Dostngosp Demonechoes in The Beautiful Swamps.

In the early summer of 204, Obok struck down the human Arstruk Vilebrands in The Beautiful Swamps.

In the late autumn of 204, Obok struck down the goblin Nako Paperhated in The Beautiful Swamps.

In the early spring of 205, the human Bosa Nightmarestoker attacked Obok.

In the early spring of 205, Obok was struck down by the human Bosa Nightmarestoker in Boardsomber.

Related Historical Figures

Stinthäd Shovedgem, mother, d. 146 Erib Cloisterbeach, father, d. 117 Uucar Biteceiling, husband, b. 60 d. 79 Lòr Reinwound, only son, b. 78 d. 106 Sarvesh Gleamoiled, only daughter, b. 79 d. 107

Related Entities

The Stirred Irons (member)
The Emerald Gorge (member)
The Stirred Irons (queen, 120-205)

Seven Kills

Osta Scorpionshoves the dwarf, b. 178 d. 201 Amxu Werehero the dwarf, b. 190 d. 203 Snodub Tickdawn the human, b. 191 d. 203 Utes Tormentbound the dwarf, b. 192 d. 204 Dostngosp Demonechoes the human, b. 191 d. 204 Arstruk Vilebrands the human, b. 191 d. 204 Nako Paperhated the goblin, b. 187 d. 204

Spoiler: Former Goblin Diplomat, Edëm Tosidnanir - Edëm Armorrhymed The Old Maw of Gifting (click to show/hide)

Edëm Tosidnanir Egarstul Egen, "Edëm Armorrhymed the Old Maw of Gifting"

Edëm Armorrhymed the Old Maw of Gifting was a goblin born in 164. He was the fourth eldest son of Mestthos Slingbalanced and Meng Glazedmined.

In 176, Edëm became a administrator in Lanceoak.

In 181, Edëm decided to become a mercenary, operating out of Lanceoak.

In 195, Edëm married ïteb Hamefluke.

In 200, Edëm became the diplomat of The Stirred Irons.

In 200, Edëm settled in Boardsomber.

In the midspring of 201, Edëm struck down Cereÿa Strangledteach in The Beautiful Swamps.

In the midwinter of 201, Edëm struck down the human Bosa Stablesteal in The Beautiful Swamps.

In the late spring of 202, Edëm struck down the human Amxu Witchblazed in The Beautiful Swamps.

In the late spring of 203, Edëm struck down the human Arstruk Witchpointed in The Beautiful Swamps.

In the early summer of 203, Edëm struck down the dwarf Ngerxung Failjackal in The Beautiful Swamps.

In the midspring of 204, Edëm struck down the dwarf Stâsost Tormenthate in The Beautiful Swamps.

In the midspring of 204, Edëm became the mayor of The Emerald Gorge.

In the early summer of 204, Edëm struck down the dwarf Ber Gorycruel in The Beautiful Swamps.

In the late autumn of 204, Edëm struck down Dostngosp Cruelmenaces in The Beautiful Swamps.

In the early spring of 205, Edëm struck down the human Snodub Evilsounds in The Beautiful Swamps.

In the early spring of 205, Edëm struck down the dwarf Amxu Walkmaligned in The Beautiful Swamps.

In the midspring of 205, Edëm struck down the dwarf Tode $\,$ Luredungeon in The Beautiful Swamps.

In the midspring of 205, Edëm struck down the human Dostngosp Fellsieged in The Beautiful Swamps.

In the late spring of 205, Edëm struck down the human Dostngosp Gutwitches in The Beautiful Swamps.

In the late spring of 205, Edëm was struck down by Lebes Vanishedsparks the Red Humility in Boardsomber.

Related Historical Figures

Mestthos Slingbalanced, mother, d. 204 Meng Glazedmined, father, d. 203 ïteb Hamefluke, wife, b. 172

Related Entities

The Stirred Irons (member)
The Godly Gates (former member)
The Emerald Gorge (member)
The Stirred Irons (diplomat, 200-204)
The Emerald Gorge (mayor, 204-205)

Thirteen Kills

Cereÿa Strangledteach the goblin, d. 201
Bosa Stablesteal the human, b. 179 d. 201
Amxu Witchblazed the human, b. 189 d. 202
Arstruk Witchpointed the human, b. 190 d. 203
Ngerxung Failjackal the dwarf, b. 190 d. 203
Stâsost Tormenthate the dwarf, b. 190 d. 204
Ber Gorycruel the dwarf, b. 192 d. 204
Dostngosp Cruelmenaces the goblin, b. 184 d. 204
Snodub Evilsounds the human, b. 192 d. 205
Amxu Walkmaligned the dwarf, b. 190 d. 205
Tode Luredungeon the dwarf, b. 190 d. 205
Dostngosp Fellsieged the human, b. 191 d. 205
Dostngosp Gutwitches the human, b. 192 d. 205

Spoiler: Former Goblin General, Dodók Thîkutushil - Dodók Bookice The Curled Duty of Foot (click to show/hide)

Dodók Thîkutushil Amemetest Nog, "Dodók Bookice the Curled Duty of Foot"

Dodók Bookice the Curled Duty of Foot was a goblin born in 93. He was the youngest son of Zulban Twinkledtraded and Zasit Squidgolds.

In 105, Dodók became a carpenter in Rampartstrength.

In 108, Dodók married Ablel Inkypillars.

In 146, Dodók became the general of The Stirred Irons.

In 146, Dodók settled in Boardsomber.

In the early summer of 146, Dodók made a journey to the depths of the world.

In the early summer of 146, Dodók tamed the cave crocodiles of the depths of the world.

In the early summer of 146, Dodók returned to Boardsomber.

In the early winter of 149, Dodók made a journey to the depths of the world.

In the early winter of 149, Dodók returned to Boardsomber.

In the midsummer of 182, Dodók made a journey to the depths of the world.

In the midsummer of 182, Dodók returned to Boardsomber.

In the early spring of 187, the gloom man Meli Ashenphantoms attacked Dodók.

In the early spring of 187, the gloom man Meli Ashenphantoms fought with Dodók. While defeated, the latter escaped unscathed.

In the midwinter of 201, Dodók struck down the dwarf Nguslu Devildash in The Beautiful Swamps.

In the early spring of 202, Dodók struck down the human Stosbûb Vicewitches in The Beautiful Swamps.

In the late spring of 203, Dodók struck down the human Dostngosp Doomeyes in The Beautiful Swamps.

In the late spring of 203, Dodók struck down the human Stozu Galehorror in The Beautiful Swamps.

In the late spring of 203, Dodók struck down the human Arstruk Covenhatred in The Beautiful Swamps.

In the late spring of 203, Dodók struck down the dwarf Osnun Scourgebeetle in The Beautiful Swamps.

In the early summer of 203, Dodók struck down the human Song Hexdistance in The Beautiful Swamps.

In the early summer of 203, Dodók struck down the human Olngö Devilringed in The Beautiful Swamps.

In the midspring of 204, Dodók struck down the dwarf Smunstu Deepghouls in The Beautiful Swamps.

In the midspring of 204, Dodók struck down the dwarf Smunstu Shovedsins in The Beautiful Swamps.

In the midspring of 204, Dodók struck down the human Nguslu Ghoultempt in The Beautiful Swamps.

In the early summer of 204, Dodók struck down the dwarf Zolak Peakhex in The Beautiful Swamps.

In the late autumn of 204, Dodók struck down Ber Menaceyelled in The Beautiful Swamps.

In the early winter of 204, Dodók struck down Esme Tunneledshark in The Beautiful Swamps.

In the early spring of 205, Dodók struck down the dwarf $\,$ Atu Valescourge in The Beautiful Swamps.

In the early spring of 205, Dodók struck down the human Snodub Evilsounds in The Beautiful Swamps.

In the early spring of 205, Dodók struck down the human Ngom Cruelclashed in The Beautiful Swamps.

In the early spring of 205, Dodók struck down the $\,$ human Zolak Stealprisons in The Beautiful Swamps.

In the early spring of 205, Dodók struck down the human Båx Oakenvile in The Beautiful Swamps.

In the early spring of 205, Dodók struck down the human Snodub Evilsounds in The Beautiful Swamps.

In the midspring of 205, Dodók struck down the dwarf $\,$ ûsbu Scrapehatred in The Beautiful Swamps.

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In the late spring of 205, Dodók struck down the human Ber Hatefrozen in The Beautiful Swamps.

In the late spring of 205, Dodók was struck down by Lebes Vanishedsparks the Red Humility in Boardsomber.

Related Historical Figures

Zulban Twinkledtraded, mother
Zasit Squidgolds, father, d. 101

Rblel Inkypillars, wife, b. 87
Geshud Mysterysyrups, eldest daughter, b. 118
Zefon Giltthundered, second eldest daughter, b. 126
Tulon Stockadesearched, fourth eldest daughter, b. 128
Zefon Bornshield, eldest son, b. 146
Kadól Perplexpalace, fifth eldest daughter, b. 148
Sigun Gulfpapers, second eldest son, b. 150
Cerol Cloisterzeniths, sixth eldest daughter, b. 164
Ducim Burnlabors, youngest daughter, b. 172 d. 204
Uahók Walldanced, third eldest son, b. 185
Doren Bootnet, youngest daughter, b. 172 d. 204
Uahók Walldanced, third eldest son, b. 186

Related Entities

The Stirred Irons (member)
The Mythical Mountain (former member)
The Emerald Gorge (member)
The Stirred Irons (general, 146-205)
Twenty-Too Kills

Nguslu Devildash the dwarf, b. 189 d. 201
Stosbûb Vicewitches the human, b. 184 d. 203
Stozu Galehorror the human, b. 190 d. 203
Stozu Galehorror the human, b. 190 d. 203
Sonn Hexdistance the human, b. 190 d. 203
Sonn Hexdistance the human, b. 190 d. 203
Sunnstu Deepyhouls the dwarf, b. 191 d. 204
Smunstu Shovedsins the dwarf, b. 191 d. 204
Smunstu Shovedsins the dwarf, b. 191 d. 204
Smunstu Shovedsins the dwarf, b. 191 d. 204
Esne Tunneledshark the goblin, d. 204
Esne Tunneledshark the goblin, d. 204
Esne Tunneledshark the goblin, d. 204
Esne Tunneledshark the human, b. 192 d. 205
Snodub Evilsounds the human, b. 192 d. 205
Snodub Evils
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The Lay of the Land

Ecamo Cadeni, The Universe of Destiny (as pronounced in the Elvish)

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Spoiler: WORLD MAP (click to show)/hide)

The Rige of Myth, Year 1

A continuous "info" info minimum man "info" social "" "in a see to the minimum man "info" info minimum man "info" info minimum man "info minim
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Our Neighbours

(contains spoilers from Legends mode!)

I Kemozo I

Spoiler: Inchedfaction (click to show/hide)

Located in *The Desert of Dreams*, just to the north of the expanse of tropical grasslands called *The Still Hill*, lies the ominous tower of *Kemozo*, Inchedfaction.



Inchedfaction was established in 50 and is known to be the home of a coterie of necromancers. The leader of this coterie and founder of Inchedfaction, *Thomo Waxedfluke* was known as the former first lady of *The Wooden Band*, a group from *The Heroic Kingdom*.

Kemozo, "Inchedfaction"

Inchedfaction was a tower.

In the late winter of 50, The Laborious Mines founded Inchedfaction.

In the late summer of 53, Mindfulmonk the Prophecy-Number of Meditating was stored in Inchedfaction by the human necromancer Thomo Waxedfluke.

In the early autumn of 53, the human necromancer \mathtt{Dur} $\mathtt{Diedates}$ $\mathtt{settled}$ in $\mathtt{Inchedfaction}$.

After leaving her post in *Decenthares*, Thomo claimed the Borax Slab, *Mindfulmonk the Prophecy-Number of Meditating* and was guided by *Idur* to settle in *The Desert of Dreams*, where a powerful force deep beneath the sands swells with unfathomable energies that resonated with her own dark powers. Along with her apprentices, she dedicates her life to further research and scholarship in the profound mysteries that lay hidden beneath *The Desert of Dreams*.

• Chikus •

Spoiler: Kobold Cave, Uzlershedim - The Factional Shadow (click to show/hide)

The kobolds of *Chikus* mainly operate out of *Uzlershedim*, better known as *The Factional Shadow*. The cave is rumored to be located somewhere in the vicinity of the mountain range called *The Grasping Beak*, that lies between *The Cunning Hills* and *The Steppe of Poisons*.



The skulking vermin of *Chikus* are best known for the Black Market they run called *Floshangis*, which is where they peddle their illgotten goods at.

Floshangis, "Floshangis"

Floshangis was a market in The Factional Shadow.

In 1, Shlobrimus of Chikus constructed Floshangis in The Factional Shadow.

Π π Snang Ose π Π

Spoiler: The Thief of Curls (click to show/hide)

Situated in between the northern reaches of the Desert of Dreams and the temperate grasslands of the Scraped Hills, lies the Dark Fortress *Umungsnodub*, *Birdplague*. There lies the ancient seat of power of *Mato Amxuos Ngerxungosta* - Mato Seducelies the Wicked Witch, master of the goblins of *Snang Ose*, The Thief of Curls.



According to fragments of ancient forbidden texts that only a select few could decipher, Mato entered a covenant with *Oma the Skulls of Froth*, a human goddess of blight, disease, death, murder and trade. A secret ritual was conducted in the deepest vault of *Birdplague*, *Cradlewaste*; to conjure a gateway that would anchor the underworld to the surface world and free the ancient white lizard Mato. Thus, Mato the murderous would serve as an avatar for Oma, aiding the goddess in extirpating all life upon the surface world.

Little is known about the goblins of *Snang Ose*, except that their insidious plans have been constantly postponed and interrupted by the exceedingly deadly fauna of the region. Perhaps they are biding their time, or perhaps the green skinned servants of Mato are simply grossly incompetent. Nobody really knows, and few care to find out, for all who have set foot into that shunned region, report that a lurking malice that gnaws at the senses dwells therein.



Spoiler: The Heroic Kingdom (click to show/hide)

Located in the furthest reaches of the uncharted west, nestled within the tropical grasslands of The Royal Hill, lies the quaint hamlet *Mutheatra*, *Campdashed*; home of the humans of *Usmenbehal*, *The Heroic Kingdom*.



The humans of *Usmenbehal* have discreetly carved out a sizable kingdom in the west, largely isolated from the wars in the eastern and middle kingdoms of the Universe of Destiny. However, that does not mean that they are strangers to conflict. They have been steadily battling against the encroaching elves of *The Skunk of Speaking* to their southeast for many generations now, and have even scored a major victory against them in recent times.

The humans of *Usmenbehal* are prominent worshipers of a Sun god, *Thudu, the Awe-sinpiring Perfection*. Other notable deities include *Indur the Insightful Tome*, a god that is associated with death, writing, scholarship and wisdom as well as *Angir the Incinerated Assault*, god of revenge. There are also 2 other lesser known deities, *Shedoshsporro*, *The Umber Rains*, god of rainbows and *Bathru Scrapeddent*, god of the night, stars, dreams and nightmares. Curiously enough, they are generally worshiped by the elven populace that have been recently integrated into the human society of *Usmenbehal*. Some of these elves have even managed to rise up the ranks to serve as war leaders.

Rumor has it that many of the earliest leaders of *Usmenbehal* have decided to pursue the ineffable secrets of life and death, and now reside in a tower to the northeast of the *Campdashed*...



¶î Alu Inóî¶

<u>Spoiler: The Water of Excavation</u> (click to show/hide)

Upon the western borders of our land, lies a thick forested region where the *dákenur*** dwell. If you traveled due northwest from the capital of *The Stirred Irons - Asobazuz*, across these vast forests, you'll eventually find yourself in a strange region with towering trees that reached up to the very skies, obscuring even the sun itself. Welcome to *Apasipili - Nutsglimmers*. The seat of power of the *dákenur* of *Alu Inó - The Water of Excavation*.

^{**} dákenur, or the treehug(gers) as pronounced in the dwarvish tongue.



Among all the denizens of *Ecamo Cadeni - The Universe of Destiny*, The elves of *The Water of Excavation* are by far the most prosperous and most populous. It is the largest civilization with lands and holdings spanning a fifth of the entire region.

According to the historians of *The Stirred Irons*, the elves of *The Water of Excavation* occupied the lands bordering to the west of our sphere of influence in the early years. But rapid expansion plans in the next century caused such a boom in their holdings that within a short span of 40 years, their sphere of influence had spread far eastwards. Not only encompassing our own lands, but far exceeding our own sphere of influence in the southeast.



Ω Edandatan Ω - The Stirred Irons

(contains spoilers from Legends mode!)

μ Atu Lon μ - The Fly of Subordinates

Spoiler: The ruins of our former Mountainhome, Asobazuz - BoardSomber (click to show/hide)



Located on an intersection between a terrifying tundra known as the Lurid Blizzard, a freezing glacier called the Frost of Satin and the perpetually frozen mountain range named The Wall of Perplexing, lies the ruins of the former mountainhome of the dwarves of the Stirred Irons, Asobazuz - BoardSomber. Boardsomber is a natural stronghold, that is connected to the rest of its colonies to the north via the great dwarven road; The Spread Way.



Despite its formidable natural defenses, the Capital of BoardSomber, *The Emerald Gorge* fell to the unrelenting wrath of *the Immortality of Battles* during the late spring of 205, where it was pillaged and turned into the abode of a bunch of goblin bandits. Thereafter, a new government was installed and the goblins named it *Atu Lon*, The Fly of Subordinates.

Atu Lon, "The Fly of Subordinates"

The Fly of Subordinates was a goblin bandit gang from the Universe of Destiny.

In the late spring of 205. The Immorality of Battles defeated The Emerald Gorge of The Stirred Irons and took over Boardsomber. The new government was called The Fly of Subordinates.

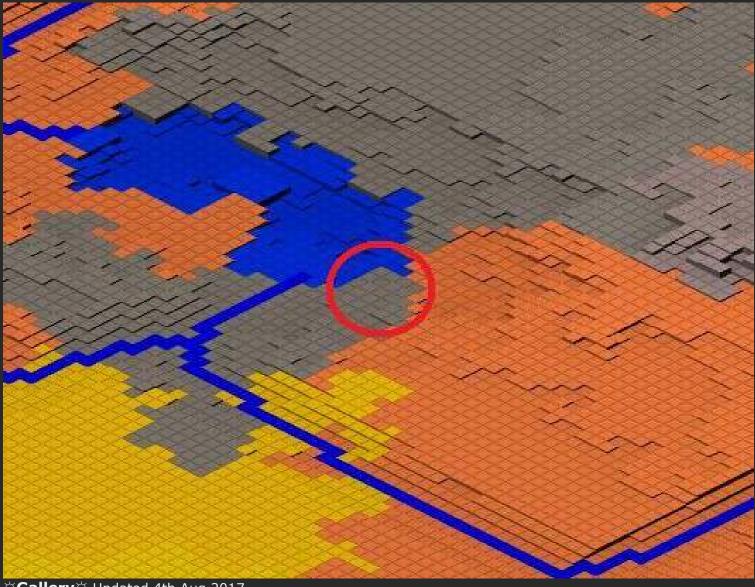
In the late spring of 205, the goblin Lebes Vanishedsparks $\,$ the Red Humility became the overlord of The Fly of Subordinates.

<u>Ω Usânlåluth Ω - M</u>urderflood

<u>Spoiler: The Embark, Usânlåluth - Murderflood</u> (click to show/hide)



And here we are, Murderflood. Straddling a strategic position between 3 large population clusters to our North East, South West and South East. Who are these mysterious neighbors of ours? Stay tuned to find out!

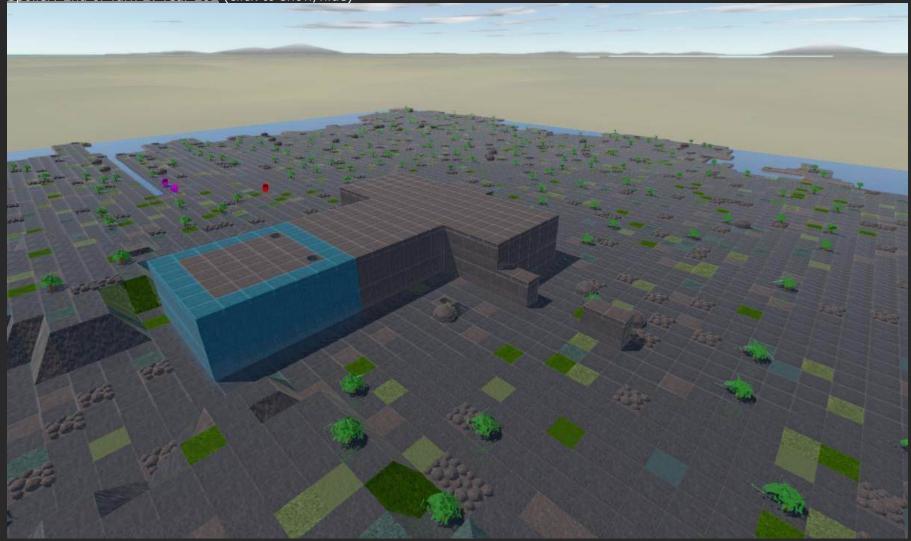


☆Gallery☆ Updated 4th Aug 2017

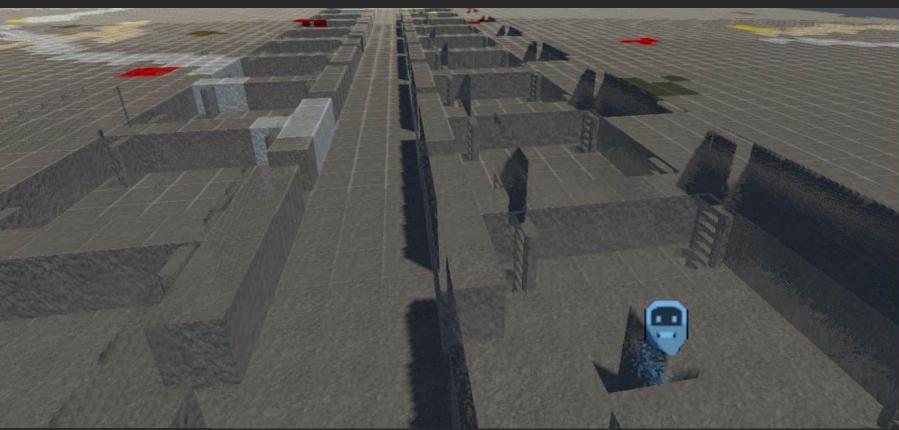
Spoiler: End of Turn 1: Year 201 (click to show/hide)



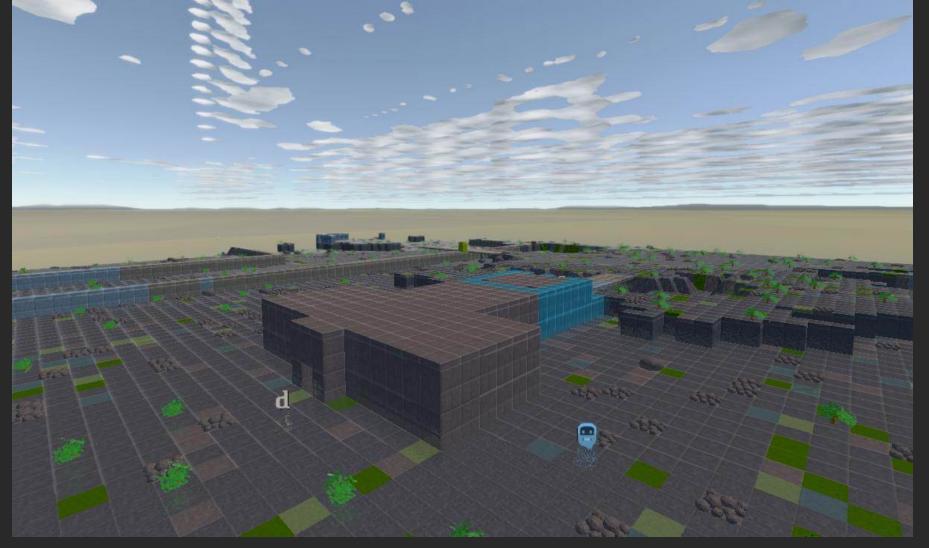
Spoiler: End of Turn 2: Year 202 (click to show/hide)



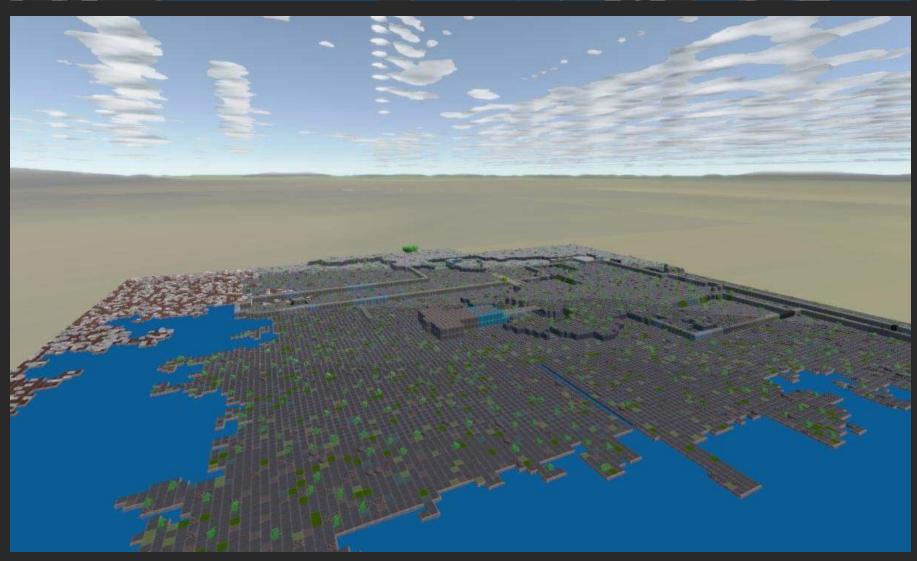
Workshops



Spoiler: End of Turn 3: Year 203 (click to show/hide)





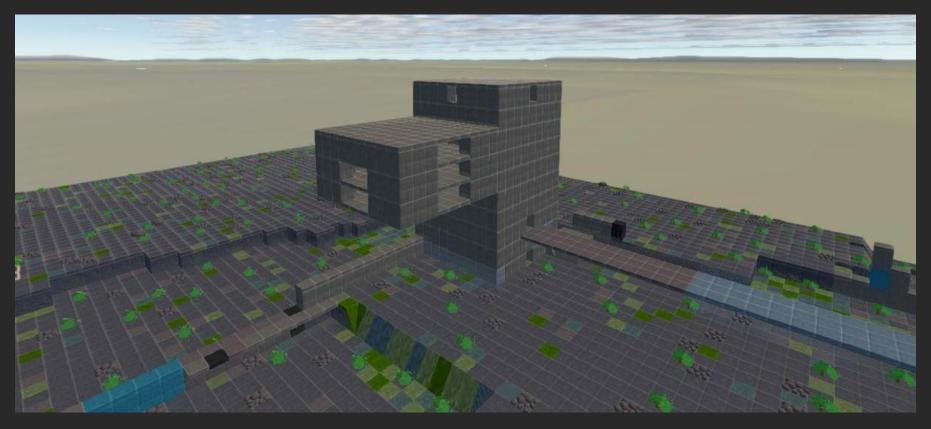


Catacombs



Spoiler: End of Turn 4: Year 204 (click to show/hide)

Asmoth's tower and prisons.



The main complex



Spoiler: End of Turn 5: Year 205 (click to show/hide)

Flame II's contraption and forges

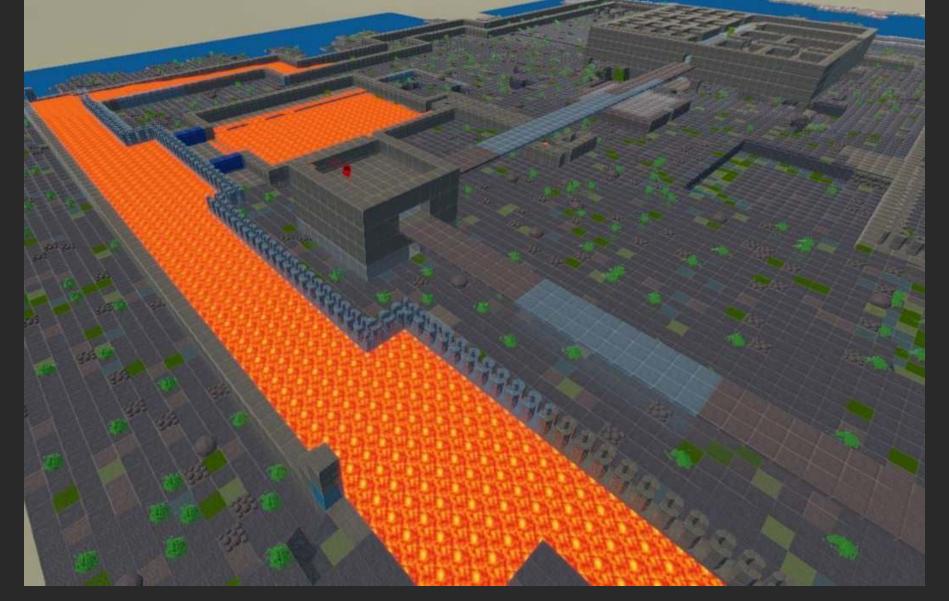


Idar Gulnas

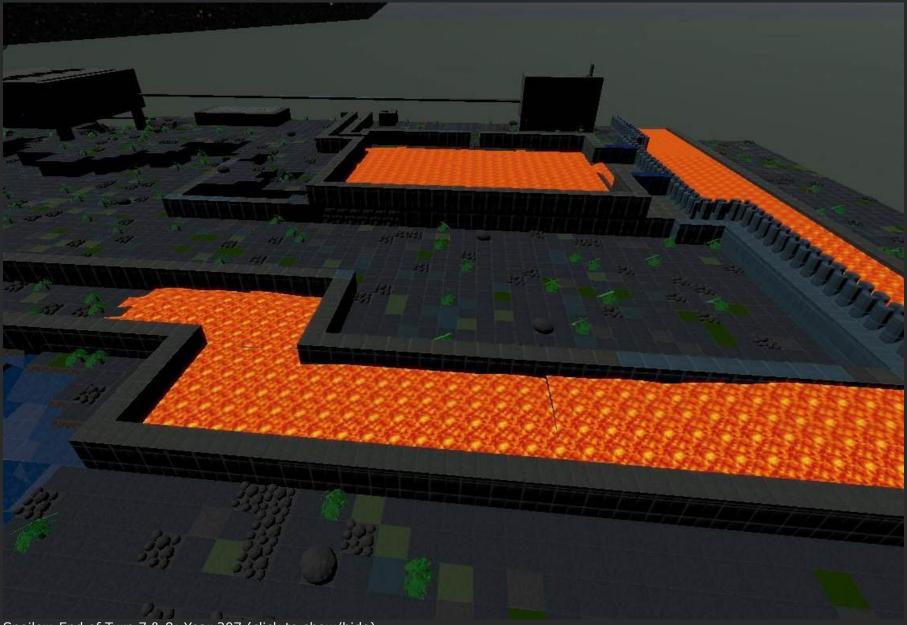


Spoiler: End of Turn 6: Year 206 (click to show/hide)

Mama dikes

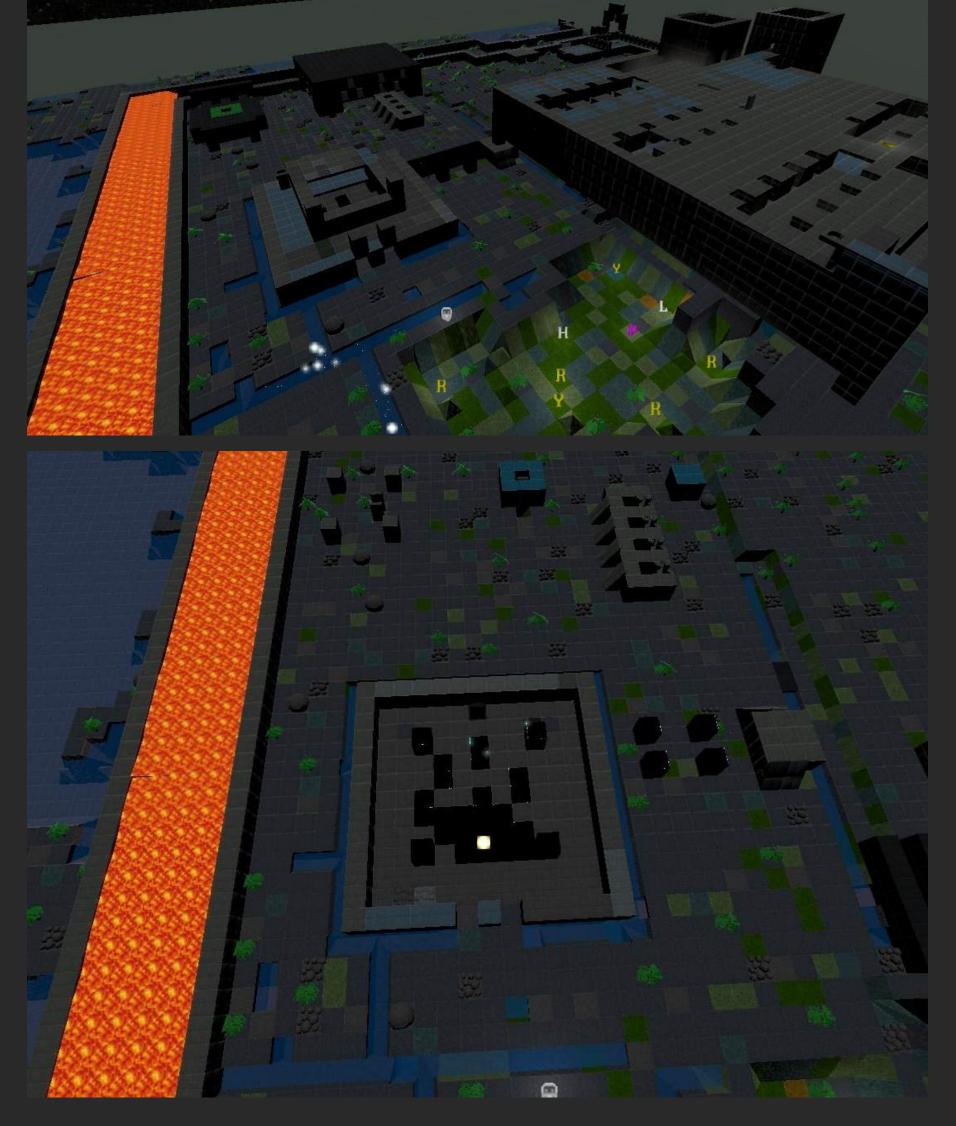


Magma forge cistern

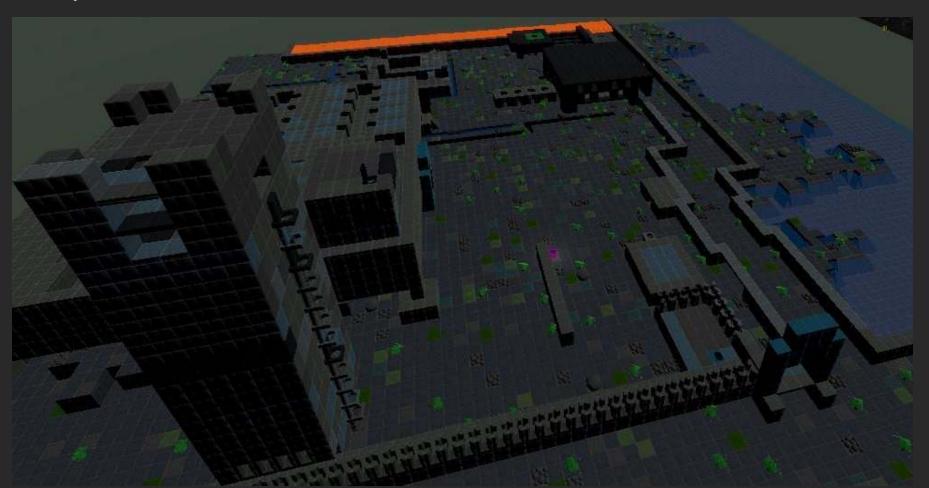


Spoiler: End of Turn 7 & 8: Year 207 (click to show/hide)

Temple of the bear

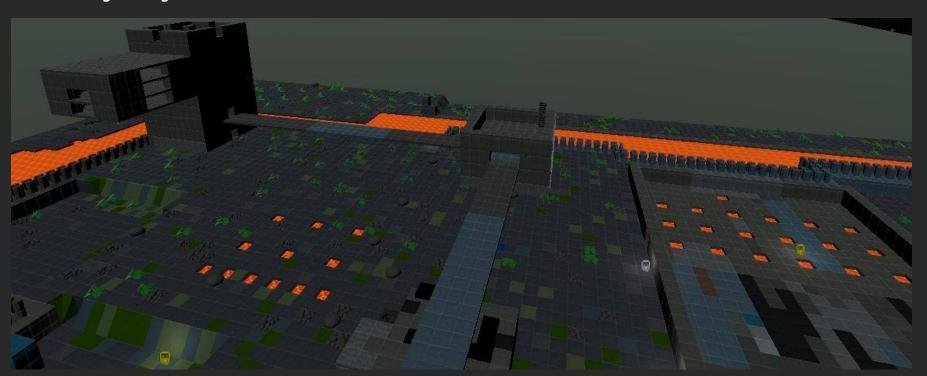


Gwolfsky's bunker and the overseer tower



Spoiler: End of Turn 9: Year 208 (click to show/hide)

The new magma forges

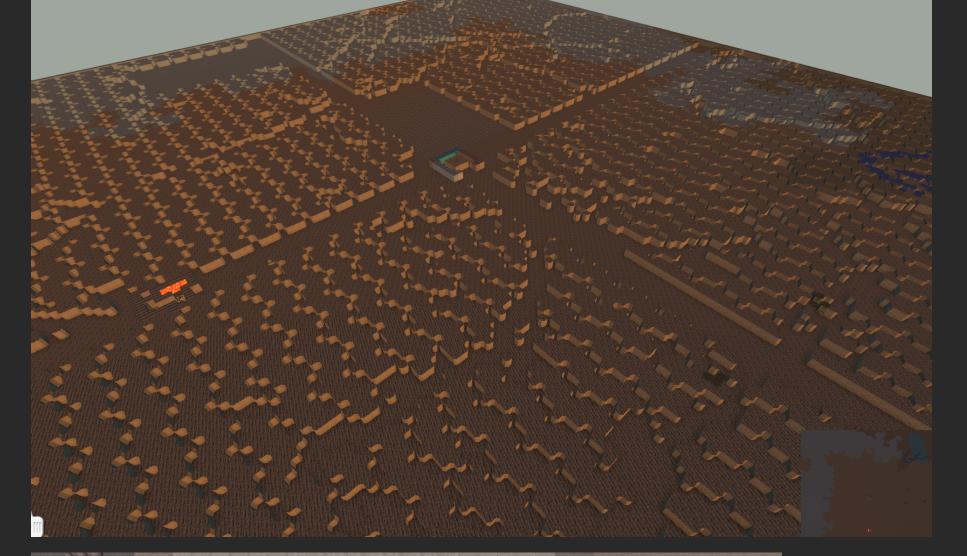


The magma dike

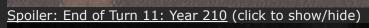


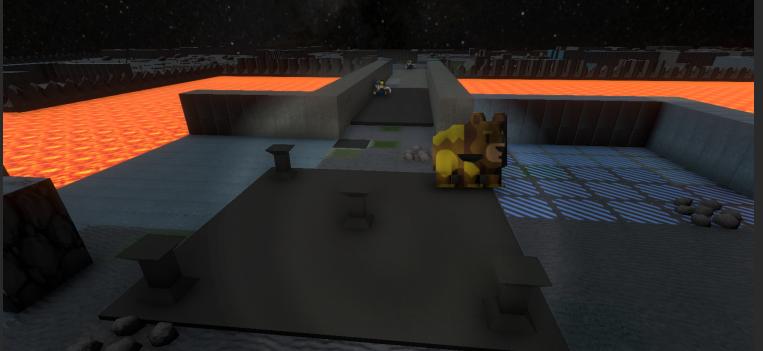


Spoiler: End of Turn 10: Year 209 (click to show/hide)

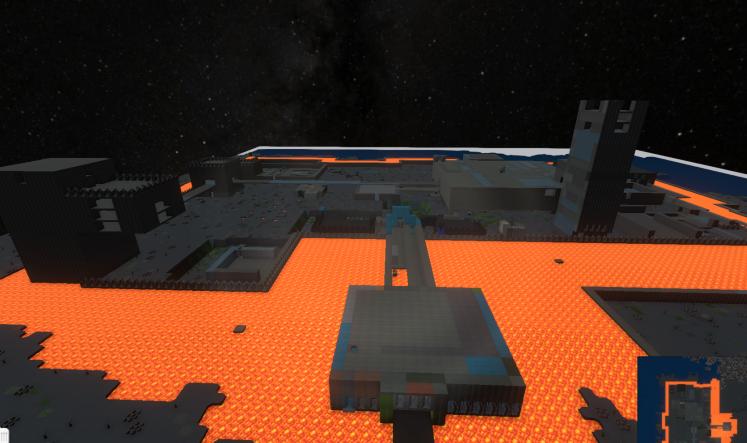


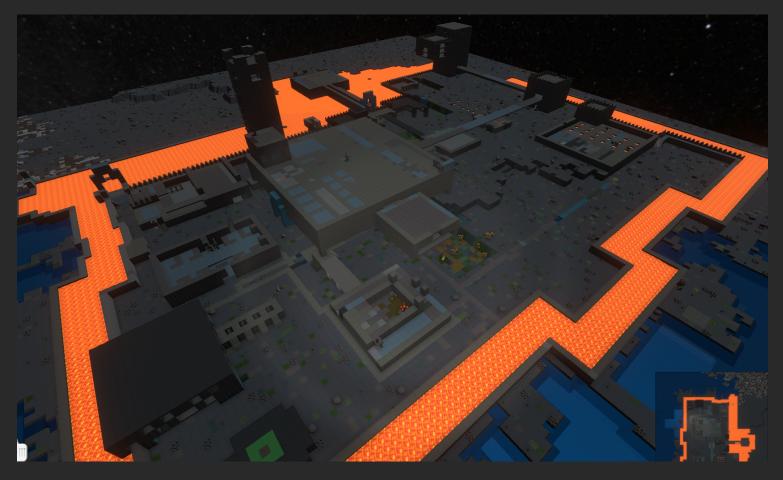




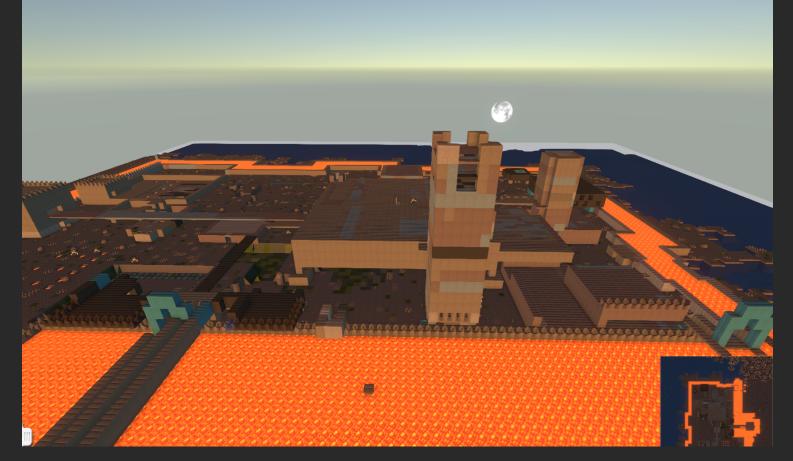




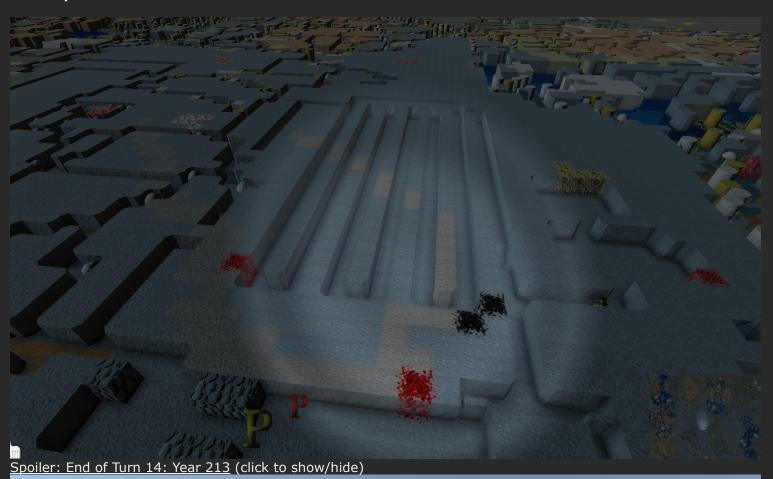


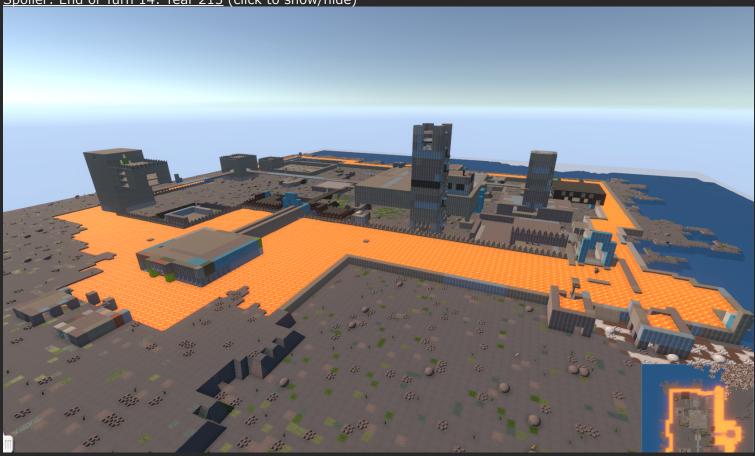


Spoiler: End of Turn 13: Year 212 (click to show/hide)

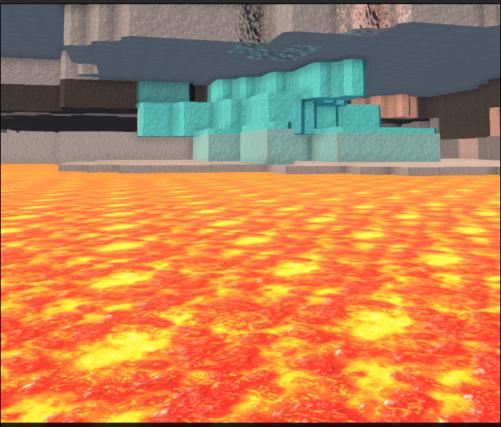


The trap corridor



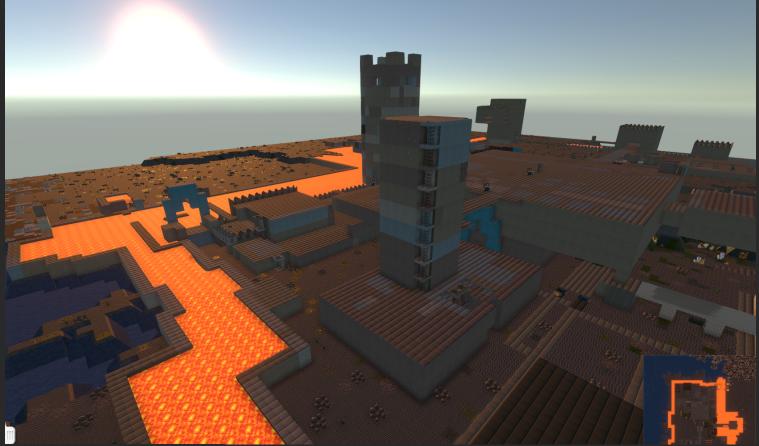






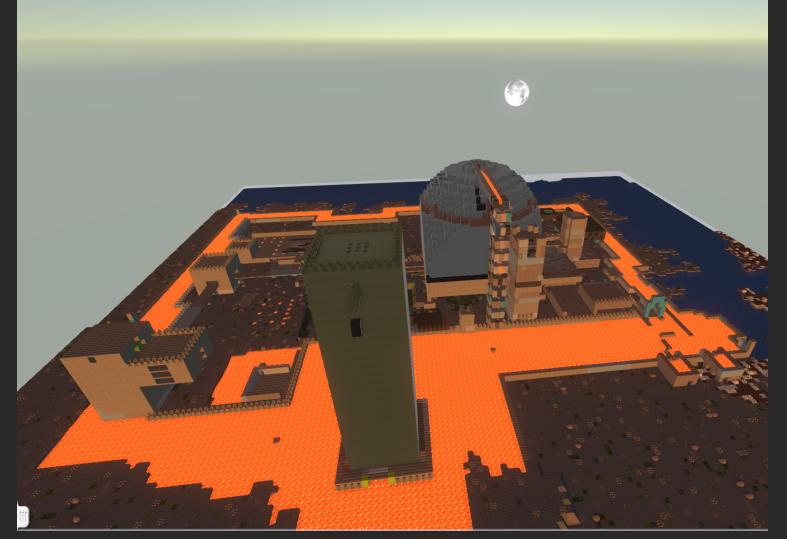
Spoiler: End of Turn 15: Year 214 (click to show/hide)
The brass tower

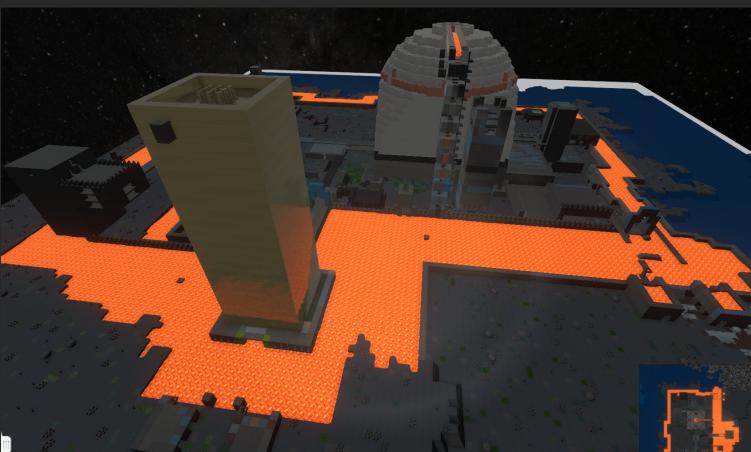




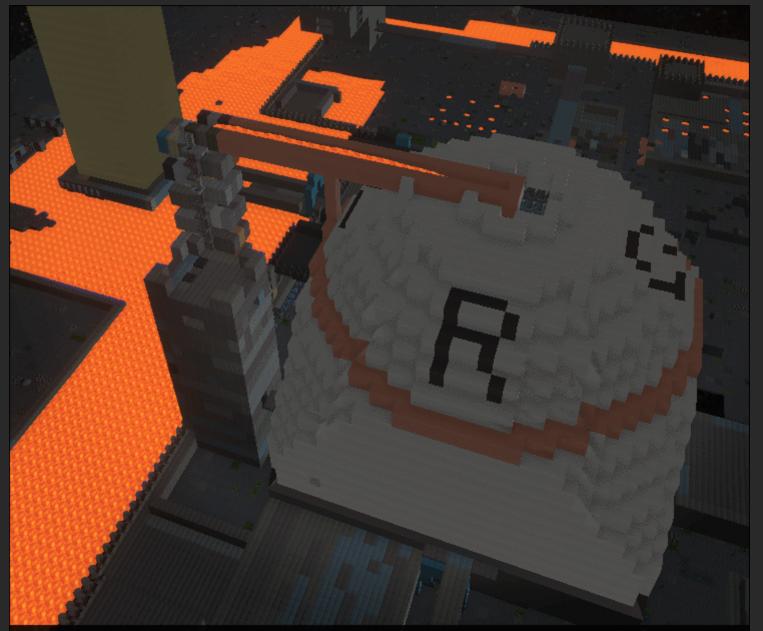
Spoiler: End of Turn 16: Year 215 (click to show/hide)

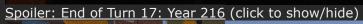




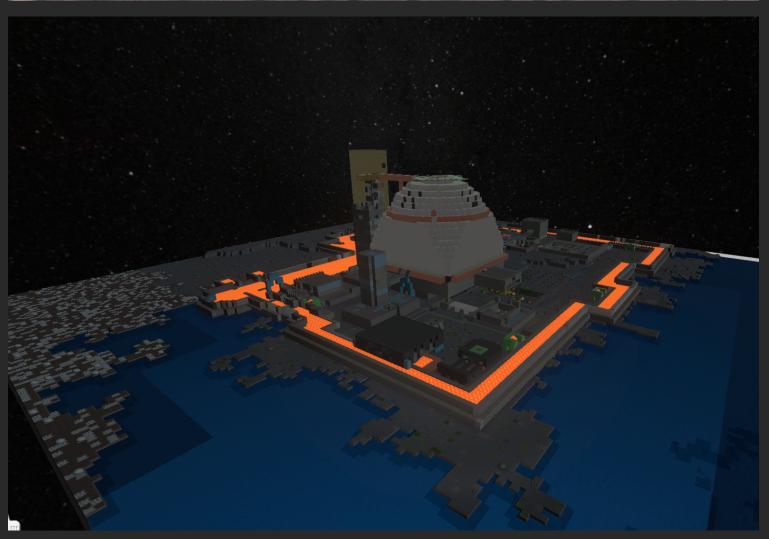


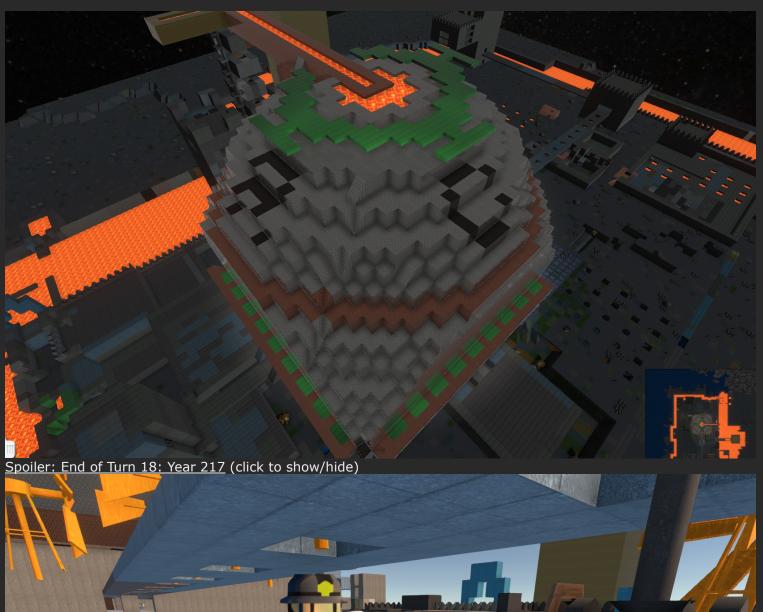








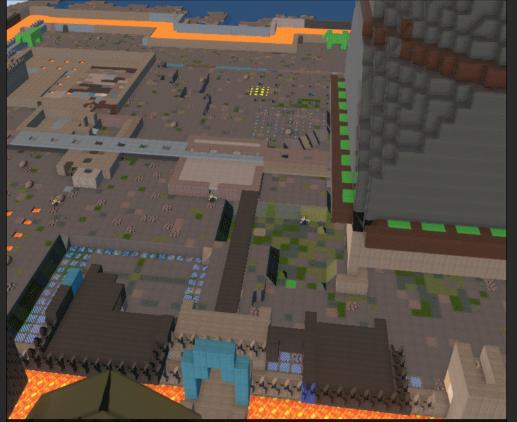


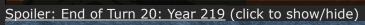


















«Overseer Logs and Journals» Updated! 2nd Aug 2017

Spoiler (click to show/hide)

Taupe - Year 200

Prelude (http://www.bay12forums.com/smf/index.php?topic=152870.msg6481999#msg6481999)

- Log 1 Fear under the sun (http://www.bay12forums.com/smf/index.php?topic=152870.msg6483775#msg6483775)
- Log 2 Bloodlust under the sun (http://www.bay12forums.com/smf/index.php?topic=152870.msg6490176#msg6490176)
- Log 3 It was a mitten! (http://www.bay12forums.com/smf/index.php?topic=152870.msg6494457#msg6494457)
- Log 4 Under the moonlight (http://www.bay12forums.com/smf/index.php?topic=152870.msg6496883#msg6496883)

Triaxx2 - Year 201

- Log 1 An epic hangover (http://www.bay12forums.com/smf/index.php?topic=152870.msg6526282#msg6526282)
- Log 2 I can't tell the date (http://www.bay12forums.com/smf/index.php?topic=152870.msg6529295#msg6529295)
- Log 3 A clockwork miner (http://www.bay12forums.com/smf/index.php?topic=152870.msg6534462#msg6534462)
- Dumbestdorf's grimy note (http://www.bay12forums.com/smf/index.php?topic=152870.msg6536707#msg6536707)
- Blitz Gamer's travel log 1 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6537400#msg6537400)
- Log 4 A few good dorfs (http://www.bay12forums.com/smf/index.php?topic=152870.msg6538914#msg6538914)
- Blitz Gamer's travel log 2 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6539020#msg6539020) Log 5 - That's not really a good sign (http://www.bay12forums.com/smf/index.php?topic=152870.msg6541788#msg6541788)
- Blitz Gamer's travel log 3 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6542109#msg6542109)
- Log 6 Silver, Beasts and a drunk overseer (http://www.bay12forums.com/smf/index.php?topic=152870.msg6542345#msg6542345)

Urist McKiwi - Year 202

Log 1 - Sir Humphrey Cactusson, Cactus (http://www.bay12forums.com/smf/index.php?topic=152870.msg6547511#msg6547511) Taupe takes us on a tour of the fortress (http://www.bay12forums.com/smf/index.php?topic=152870.msg6543565#msg6543565)

Triaxx retorts accusations of booze hoarding (http://www.bay12forums.com/smf/index.php?topic=152870.msg6543995#msg6543995)

Blitz Gamer's travel log 4 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6544479#msg6544479) Log 2 - Werebear and the three dwarves (http://www.bay12forums.com/smf/index.php?topic=152870.msg6551540#msg6551540) Overheard conversation of Nil "Zuglarkun II" Cityhollows (http://www.bay12forums.com/smf/index.php?

topic=152870.msg6546054#msg6546054)

Blitz Gamer's travel log 5 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6546541#msg6546541) Log 3 - Dike construction (http://www.bay12forums.com/smf/index.php?topic=152870.msg6553202#msg6553202)

Events at Boardsomber Part 1 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6553739#msg6553739)

Events at Boardsomber Part 2 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6553762#msg6553762)

Log 4 - The culling (http://www.bay12forums.com/smf/index.php?topic=152870.msg6563546#msg6563546)

Log 5 - I don't want to set the world on fire (http://www.bay12forums.com/smf/index.php?topic=152870.msg6565583#msg6565583)

Blitz Gamer's travel log 6 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6566492#msg6566492)

Deus Asmoth - Year 203

Log 1 - Lady Asmoth arrives (http://www.bay12forums.com/smf/index.php?topic=152870.msg6568068#msg6568068)

Taupe welcomes the new noble to Murderflood (http://www.bay12forums.com/smf/index.php?topic=152870.msg6568449#msg6568449)

Blitz Gamer's travel log 7 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6568511#msg6568511) Log 2 - Bomrek Reverefortress has gone insane (http://www.bay12forums.com/smf/index.php?

topic=152870.msg6569583#msg6569583)

- Log 3 The arrival of humans (http://www.bay12forums.com/smf/index.php?topic=152870.msg6571060#msg6571060)
- Log 4 Living in style (http://www.bay12forums.com/smf/index.php?topic=152870.msg6573575#msg6573575)
- Log 5 There is a new Sheriff in town (http://www.bay12forums.com/smf/index.php?topic=152870.msg6576606#msg6576606) Log 6 - a vile force of darkness has arrived (http://www.bay12forums.com/smf/index.php?topic=152870.msg6579133#msg6579133)
- Log 7 New Murderflood (http://www.bay12forums.com/smf/index.php?topic=152870.msg6581192#msg6581192)

Blitz Gamer's travel log 8 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6581252#msg6581252)

Regarding the conflicts between elves and humans (http://www.bay12forums.com/smf/index.php?

topic=152870.msq6581664#msq6581664)

Log 8 - The never ending problems of the upper class (http://www.bay12forums.com/smf/index.php?

topic=152870.msg6582317#msg6582317)

Zuglarkun IV brings tidings from the east (http://www.bay12forums.com/smf/index.php?topic=152870.msg6586760#msg6586760)

TheFlame52 - Year 204

Log 1 - Can we use bridges to save lives? (http://www.bay12forums.com/smf/index.php?topic=152870.msg6594750#msg6594750)

Zuglarkun - Year 205

- Log 1 The quest for magma (http://www.bay12forums.com/smf/index.php?topic=152870.msg6601629#msg6601629)
- Log 2 The battle of Idar Gulnas (http://www.bay12forums.com/smf/index.php?topic=152870.msg6604667#msg6604667)
- Log 3 Chronicles of tumult and construction (http://www.bay12forums.com/smf/index.php?topic=152870.msg6607633#msg6607633) Vouhiparta's impression of Saló Saviourdawn (http://www.bay12forums.com/smf/index.php?topic=152870.msg6608058#msg6608058)

Log 4 - Birth and renewal in the Desert of Dreams (http://www.bay12forums.com/smf/index.php?

- topic=152870.msg6612572#msg6612572)
- Log 5 Foundation of magma and fire (http://www.bay12forums.com/smf/index.php?topic=152870.msg6618169#msg6618169)

Azula takes a lesson in power and politics (http://www.bay12forums.com/smf/index.php?topic=152870.msg6620119#msg6620119)

Gwolfski - Year 206 (spring)

Log 1 - He came, he saw, he dug a private bunker. (http://www.bay12forums.com/smf/index.php?

topic=152870.msg6645834#msg6645834)

Vuohijumala - Year 206 (summer - winter)

Log 1 - Begin your day with a mug of confusion (http://www.bay12forums.com/smf/index.php?

topic=152870.msg6660058#msg6660058)

Blitz Gamer's travel log 9 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6664312#msg6664312)

Log 2 - Who oversees the overseers? (http://www.bay12forums.com/smf/index.php?topic=152870.msg6668662#msg6668662)

Log 3 - The Baron lottery (http://www.bay12forums.com/smf/index.php?topic=152870.msg6686214#msg6686214)

Asmoth's journal (http://www.bay12forums.com/smf/index.php?topic=152870.msg6687010#msg6687010)

Log 4 - The temple of the bear (http://www.bay12forums.com/smf/index.php?topic=152870.msg6697232#msg6697232)

DuckThatQuacks - Year 207

In an alternate reality where Haerdalas was overseer (http://www.bay12forums.com/smf/index.php?topic=152870.msg6749772#msg6749772)

The Fall of Boardsomber: Part 1 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6760869#msg6760869)

Log 1 - Bid to rule (http://www.bay12forums.com/smf/index.php?topic=152870.msg6775669#msg6775669)

Log 2 - Overview of our situation (http://www.bay12forums.com/smf/index.php?topic=152870.msg6775705#msg6775705)

Log 3 - Overseer by candlenight (http://www.bay12forums.com/smf/index.php?topic=152870.msg6778955#msg6778955)

Log 4 - The lingering peril (http://www.bay12forums.com/smf/index.php?topic=152870.msg6779585#msg6779585)

Asmoth's Journal 2 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6780344#msg6780344)

The Fall of Boardsomber: Part 2 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6783191#msg6783191)

Log 5 - A promotion for Ilral (http://www.bay12forums.com/smf/index.php?topic=152870.msg6793525#msg6793525) Log 6 - The art of Usânlåluth (http://www.bay12forums.com/smf/index.php?topic=152870.msg6793569#msg6793569)

Log 7 - Tales of slaughter and heroism (http://www.bay12forums.com/smf/index.php?topic=152870.msg6794195#msg6794195)

Triaxx2 - Year 208

- Log 1 The 'future' ghost of Triaxx past (http://www.bay12forums.com/smf/index.php?topic=152870.msg6797714#msg6797714)
- Log 2 'Stealing' from the elves (http://www.bay12forums.com/smf/index.php?topic=152870.msg6800424#msg6800424)
- Log 3 A surprising lack of rock (http://www.bay12forums.com/smf/index.php?topic=152870.msg6804961#msg6804961)
- Log 4 Time Travelling Triaxx (http://www.bay12forums.com/smf/index.php?topic=152870.msg6806230#msg6806230)
- Log 5 How to fall a Cactusson (with a thrust to the head) (http://www.bay12forums.com/smf/index.php?

topic=152870.msg6810071#msg6810071)

Log 6 - Doors on Ramp (http://www.bay12forums.com/smf/index.php?topic=152870.msg6811336#msg6811336)

The Fall of Boardsomber: Part 3 (http://www.bay12forums.com/smf/index.php?topic=152870.msg6812816#msg6812816)

Log 7 - Pigtail problems (http://www.bay12forums.com/smf/index.php?topic=152870.msg6814586#msg6814586)

Log 8 - A grave blender (http://www.bay12forums.com/smf/index.php?topic=152870.msg6820151#msg6820151)

Log 9 - Free the jimmies! (http://www.bay12forums.com/smf/index.php?topic=152870.msg6820677#msg6820677)

UristMcKiwi - Year 209

- Log 1 Furniture based therapy (http://www.bay12forums.com/smf/index.php?topic=152870.msg6823097#msg6823097)
- Log 2 Everyone <3's giant kakapos (http://www.bay12forums.com/smf/index.php?topic=152870.msg6823351#msg6823351)
- Log 3 Glass titans (http://www.bay12forums.com/smf/index.php?topic=152870.msg6824248#msg6824248) and bone crowns

(http://www.bay12forums.com/smf/index.php?topic=152870.msg6824248#msg6824248)

Log 4 - The plan to deal with the undead infestation (http://www.bay12forums.com/smf/index.php?

topic=152870.msg6830229#msg6830229)

- Log 5 Zombie fish passing through! (http://www.bay12forums.com/smf/index.php?topic=152870.msg6840326#msg6840326)
- Log 6 Cloudcuckoolander went "cuckoo!" (http://www.bay12forums.com/smf/index.php?topic=152870.msg6846678#msg6846678)

The battle that never was (http://www.bay12forums.com/smf/index.php?topic=152870.msg6849984#msg6849984)

- Log 7 Enemy at the gates (http://www.bay12forums.com/smf/index.php?topic=152870.msg6859425#msg6859425)
 Log 8 Giant echindas demand your respect (http://www.bay12forums.com/smf/index.php?topic=152870.msg6912335#msg6912335)
- Log 9 I don't think a miner is gonna outrun it (http://www.bay12forums.com/smf/index.php?topic=152870.msg6912917#msg6912917)

TheFlame52 - Year 210 New!

- Log 1 Urist cancels nothing is happening: Interrupted by titans (http://www.bay12forums.com/smf/index.php?
- topic=152870.msg6919529#msg6919529)
- Log 2 Urist cancels nothing is happening: Interrupted by vile mist + vile force of darkness
- (http://www.bay12forums.com/smf/index.php?topic=152870.msg6921776#msg6921776)
- Log 3 Urist cancels nothing is happening: Interrupted by werebear (http://www.bay12forums.com/smf/index.php?

topic=152870.msg6922289#msg6922289)

Vuohijumala - Year 211 New!

- Log 1 Everything is better with bears (http://www.bay12forums.com/smf/index.php?topic=152870.msg6942775#msg6942775)
- Log 2 Lost world found, kea eggs stolen (http://www.bay12forums.com/smf/index.php?topic=152870.msg6949899#msg6949899)
- Log 3 Operation airlock (http://www.bay12forums.com/smf/index.php?topic=152870.msg6960213#msg6960213)
- Log 4 How can a dinosaur with small hands climb, also meet Firelances (http://www.bay12forums.com/smf/index.php?

topic=152870.msg6980414#msg6980414)

Triaxx2 - Year 212 New!

- Log 1 Trap Corridor (http://www.bay12forums.com/smf/index.php?topic=152870.msg7048689#msg7048689)
- Log 2 It deconstructs the block, or it gets the HOSE! (http://www.bay12forums.com/smf/index.php?

topic=152870.msg7050102#msg7050102)

- Log 3 Ishlum Raluklam has come, Ishlum Raluklam has been overcome (http://www.bay12forums.com/smf/index.php?topic=152870.msg7051843#msg7051843)
- Log 4 Vuohiparta claims adamantium wafer (http://www.bay12forums.com/smf/index.php?topic=152870.msg7053879#msg7053879)

Log 5 - Arming the trap corridor (http://www.bay12forums.com/smf/index.php?topic=152870.msg7054925#msg7054925) Log 6 - Zagodiggal, "Griptraps" an adamantine what? (http://www.bay12forums.com/smf/index.php?

topic=152870.msg7059264#msg7059264)

- Log 7 Trouble tantrums and a siege (http://www.bay12forums.com/smf/index.php?topic=152870.msg7060538#msg7060538)
- Log 8 Tales of a dwarven charge (http://www.bay12forums.com/smf/index.php?topic=152870.msg7065525#msg7065525)
- Log 9 The fortress continues, uninterrupted (http://www.bay12forums.com/smf/index.php?topic=152870.msg7067819#msg7067819)

Log 10 - The fortress continues: interrupted by a towering hairy tarantula (http://www.bay12forums.com/smf/index.php?

topic=152870.msg7073647#msg7073647)

Zuglarkun - Year 213 New!

- Log 1 Awaiting the breach (http://www.bay12forums.com/smf/index.php?topic=152870.msg7098126#msg7098126)
- Log 2 Making preparations (http://www.bay12forums.com/smf/index.php?topic=152870.msg7104253#msg7104253)
- Log 3 Expedition into the bowels of Murderflood (http://www.bay12forums.com/smf/index.php?

topic=152870.msg7112658#msg7112658)

Log 4 - Stockpile ALL the logs (http://www.bay12forums.com/smf/index.php?topic=152870.msg7113889#msg7113889)

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Log 1 - The mountain titan has co- IT ISN'T EVEN SLATE YET (http://www.bay12forums.com/smf/index.php?
topic=152870.msq7113307#msq7113307)
Log 2 - Zombies falling down a bunch of holes into the magma sea (http://www.bay12forums.com/smf/index.php?
topic=152870.msq7114668#msq7114668)
Log 3 - Godspeed, Abe Osman, you beautiful bastard (http://www.bay12forums.com/smf/index.php?
topic=152870.msg7117037#msg7117037)
Log 4 - FB syndromes, a brass tower and a dead broker (http://www.bay12forums.com/smf/index.php?
topic=152870.msg7120861#msg7120861)
Log 5 - I know its a bad idea to unleash hell on the zombies, but I really want to (http://www.bay12forums.com/smf/index.php?
topic=152870.msq7127810#msg7127810)
Log 6 - 'Skeleton' isn't even a word anymore, just a sound (http://www.bay12forums.com/smf/index.php?
topic=152870.msq7129207#msq7129207)
Log 7 - Did I mention that we have idlers? (http://www.bay12forums.com/smf/index.php?topic=152870.msg7133510#msg7133510)
QuQuasar - Year 215 New!
Quasar's Dream 1 - Day one zombies - by QuQuasar (http://www.bay12forums.com/smf/index.php?
topic=152870.msg7134765#msg7134765)
Ouasar's Dream 2 - We need to kill Zuglarkun, AGAIN (http://www.bay12forums.com/smf/index.php?
topic=152870.msg7136373#msg7136373)
Quasar's Dream 3 - Giant war keas. Will they war? (http://www.bay12forums.com/smf/index.php?
topic=152870.msg7137882#msg7137882)
Quasar's Dream 4 - Running gags will run (http://www.bay12forums.com/smf/index.php?topic=152870.msg7139293#msg7139293)
Blitz Gamer's travel log 10 (http://www.bay12forums.com/smf/index.php?topic=152870.msg7139823#msg7139823)
did we mention we have snapping turtles? (http://www.bay12forums.com/smf/index.php?topic=152870.msg7141707#msg7141707)
Log 1 - Redux, references, resort (http://www.bay12forums.com/smf/index.php?topic=152870.msg7144636#msg7144636)
Log 2 - We dwarves have a natural sense of balance (http://www.bay12forums.com/smf/index.php?
topic=152870.msg7146042#msg7146042)
Log 3 - You can party when when we're burnin' under a lake of magma (http://www.bay12forums.com/smf/index.php?
topic=152870.msg7147585#msg7147585)
Log 4 - A date with slate (http://www.bay12forums.com/smf/index.php?topic=152870.msg7148798#msg7148798)
This is why we built a magma cleaning device (http://www.bay12forums.com/smf/index.php?topic=152870.msg7148800#msg7148800)
Log 5 - Our magma dike is made out of 20% molten crundle meat (http://www.bay12forums.com/smf/index.php?
topic=152870.msg7150122#msg7150122)
Log 6 - Everyone pump for your lives! (http://www.bay12forums.com/smf/index.php?topic=152870.msg7150948#msg7150948)
Log 7 - A mystery unraveled (http://www.bay12forums.com/smf/index.php?topic=152870.msg7151040#msg7151040)
Log 8 - Magma = MLRC^2 (http://www.bay12forums.com/smf/index.php?topic=152870.msg7151459#msg7151459)
QuQuasar - Year 216 New!
Log 1 - Proper dwarves ought to burn properly (http://www.bay12forums.com/smf/index.php?topic=152870.msg7165855#msg7165855)
Log 2 - Parties; the natural enemy of mega constructions (http://www.bay12forums.com/smf/index.php?
topic=152870.msg7167278#msg7167278)
family trees or list of victims? (http://www.bay12forums.com/smf/index.php?topic=152870.msg7168528#msg7168528)
Log 3 - Burning to death weaponized, its a thing now (http://www.bay12forums.com/smf/index.php?
topic=152870.msq7168562#msq7168562)
The cowards knew this day would come (http://www.bay12forums.com/smf/index.php?topic=152870.msg7169174#msg7169174)
Log 4 - They be offing themselves now to escape the coming deluge (http://www.bay12forums.com/smf/index.php?
topic=152870.msg7170574#msg7170574)
Log 5 - Fresh blood (http://www.bay12forums.com/smf/index.php?topic=152870.msg7170914#msg7170914)
Log 6 - Usurper or Savior? (http://www.bay12forums.com/smf/index.php?topic=152870.msg7172265#msg7172265)
Log 7 - Outnumbered 3 to 1 by coffins (http://www.bay12forums.com/smf/index.php?topic=152870.msg7174819#msg7174819)
Log 8 - Pull the lever Y/N (http://www.bay12forums.com/smf/index.php?topic=152870.msg7178469#msg7178469)
Triaxx2 - Year 217 New!
Log 1 - Apocalypse postponed (http://www.bay12forums.com/smf/index.php?topic=152870.msg7203272#msg7203272)
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Log 1 - More minions have arrived (http://www.bay12forums.com/smf/index.php?topic=152870.msg7204800#msg7204800) Log 1 - Decorations (http://www.bay12forums.com/smf/index.php?topic=152870.msg7205568#msg7205568) Log 1 - More depressed dwarves (http://www.bay12forums.com/smf/index.php?topic=152870.msg7206566#msg7206566) Log 1 - Ho hum (http://www.bay12forums.com/smf/index.php?topic=152870.msg7209052#msg7209052) Log 1 - You require more housing (http://www.bay12forums.com/smf/index.php?topic=152870.msg7219099#msg7219099) Log 1 - Green glass portals (http://www.bay12forums.com/smf/index.php?topic=152870.msg7221715#msg7221715) Log 1 - Flame has claimed a magma forge (http://www.bay12forums.com/smf/index.php?topic=152870.msg7223003#msg7223003) Log 1 - I shall name you "Disappointment" (http://www.bay12forums.com/smf/index.php?topic=152870.msg7225045#msg7225045) Log 1 - Grizzly bears are also spider man (http://www.bay12forums.com/smf/index.php?topic=152870.msg7226644#msg7226644)

Taetrius - Year 218 New!

- Log 1 Where titans and woodcutters both like water (http://www.bay12forums.com/smf/index.php? topic=152870.msg7248151#msg7248151) New!
- Log 2 Summer holidays in Murderflood (http://www.bay12forums.com/smf/index.php?topic=152870.msg7255777#msg7255777)
- Log 3 No falling leaves in the desert, all that red is blood (http://www.bay12forums.com/smf/index.php?

topic=152870.msg7258914#msg7258914)

Log 4 - To escape cold, magma bath is the new killing (http://www.bay12forums.com/smf/index.php?

topic=152870.msg7259735#msg7259735)

The end times be upon us! (http://www.bay12forums.com/smf/index.php?topic=152870.msg7270857#msg7270857)

Gwolfski - Year 219 New!

Log 1 - Thob McPumpdwarf vacated (http://www.bay12forums.com/smf/index.php?topic=152870.msg7317448#msg7317448)

Log 1 - Volcano in progress (http://www.bay12forums.com/smf/index.php?topic=152870.msg7321184#msg7321184)

YE COWARDS CANNOT STOP ME FOREVER (http://www.bay12forums.com/smf/index.php?topic=152870.msg7337272#msg7337272)

Log 1 - Half finished Volcano (http://www.bay12forums.com/smf/index.php?topic=152870.msg7337768#msg7337768)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on September 01, 2015, 05:49:31 am

I totally will take a turn, and now being able to run the game, I can do the two week thing with the greatest of ease. :D

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: melkor on September 01, 2015, 06:08:31 am

i would like a turn

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Ghills on September 01, 2015, 01:19:57 pm

I'd love a turn.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **September 01, 2015, 01:35:04 pm**

Quote from: Triaxx2 on September 01, 2015, 05:49:31 am

I totally will take a turn, and now being able to run the game, I can do the two week thing with the greatest of ease. :D

Welcome aboard! Depending on how many previous overseers reiterate their desire to play, your turn may not happen straight away, but you'll be the first of the newcomers.

Quote from: Triaxx2 on September 01, 2015, 05:49:31 am

I totally will take a turn, and now being able to run the game, I can do the two week thing with the greatest of ease. :D

Neato! Glad to know you'll be with us once more.

Quote from: Ghills on September 01, 2015, 01:19:57 pm

I'd love a turn.

Your old spot has been bumped up the list.

It is now 2-30 pm. Half the drawings are complete. I'm working a half-shift in the evening (5-9) and all the art for the embark should be completed by then. Once I get back from work, I'll form a coherent first update, so expect this around 10, 10-30 EST.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Dumbestdorf on September 01, 2015, 02:21:45 pm

I'd still like a turn, and hopefully a somewhat stupid woodcutter named Nujux (https://en.wikipedia.org/wiki/Caesar_cipher).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on September 01, 2015, 02:47:45 pm

turn please!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on September 01, 2015, 03:59:27 pm

turn plz

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on September 01, 2015, 04:21:48 pm

It's time for this lurker to step out. I'd like a turn, please! This looks very interesting.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on September 01, 2015, 04:42:43 pm

I'd like a turn as well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: crazyabe on September 01, 2015, 05:41:13 pm

Turn Plz

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on September 01, 2015, 07:59:00 pm

Requesting a turn.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on September 01, 2015, 09:51:13 pm

Prelude -- Strike the earth!

The last landmark they passed was a necromancer tower, eight days of walk to the east. Kemozo, Zuglarkun called it. A cursed place, no doubt, which thankfully could no longer be seen on the horizon. The desert of dream spread in all directions, masses of black sand under the burning sun. Why the monarchs had sent them here of all places was beyond his knowledge. Of their purpose, however, he had been dutifully informed. To create a dwarven wonder of a city, shining under the blazing sun, with spires iof steel and gems and gold. Magma would fill the dikes and moats and aqueducs of the city, creatings canals and waterfalls that flooded the entire landscape with Armok's very own blood. A marvel of technology, engineering and architecture. A monument to the gods themselves, even.

He just wished they hadn't chosen this desert.

"Hey Zuglarkun, what's the lake called again? He asked their architect, who handled the maps.

- -The Ungodly Waters.
- -Well that's... ominous.
- -That's what the higher ups wanted. So that's where we'll be settling."

She paused for a moment, her face sweating and burning under the sunlight. zuglarkun took her map out, looked around, and contemplated the landscape. In front of them laid a massive body of water, seemingly tame and ordinary. "Maybe that's just a name. Many places have overblown names", he told himself.

Spoiler (click to show/hide)



"Yup, Zuglarkun said, that's definitely the place." She pointed at a 4x4 area along the lake's eastern bank, where the endless black sand dunes turned into sandy silt clay. The lake itself seemed to know this was a special place, for it pointed inland at this very spot, creating a small, misformed bay.

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Spoiler (click to show/hide)
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The wagon stopped, and he went to tend to the horse and bull, both struggling under the sunlight.

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Spoiler (click to show/hide)
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Citizens (7) Pets/Livestock (12) Others (1) Dead/Missing (0)

Triaxx' Rimtardatur, Chief Miner

Zuglarkun' Stizashbomrek, Master Builder

Flame' Tomusdodók, Grand Engineer

No Job

Ghills' Okoshimush, Lifeline

Taupe' Febunol, Fields Supervisor

Thoryane' Fikodtabar, Proud Defender

Dwarf Fortress

No Job

No Job

No Job

No Job

No Job
```

The seven of them cheered, glad to know that their long, intense journey had finally come to an end. Ghills had been chosen for this task, creating their group and calling it the Channels of Melting. The rest of them had followed, as they were all long term acquaintances. The caravan came with standart tools, but each of them insisted on a few extra items. They also discussed heavily during the journey, all of

them agreeing that if they were to settle a new fortress, they might as well get overblown titles themselves.

Spoiler (click to show/hide)



Two picks, as well as two axes. He himself asked for some animals, for food. Gwolfsky suggested dogs, for he admired them for their loyalty. Two cats completed the group, along with the two wagon animals. deserts were unwelcoming, so they had packed large numbers of drinks and dried meat. Extra plump helmet spawns were his suggestion, in case the dreadful heat caused damage to the crops. Ghills suggested fresh fruits and vegetable, which she'd turn into booze or meals in last resort. they also packed large numbers of clay and microcline, so the mason and potter could get to work straight away.

Spoiler (click to show/hide)

```
"I'm doing fine."
 She is a worshipper of Zan and an ardent worshipper of Egul Judgesystem.
She is seventy-seven years old, born on the 4th of Opal in the year 123.
Her hair is wavy. Her very long hair is tied in a pony tail. She is short. Her eyes are brass. Her teeth are widely-spaced. She has a narrow chin. She has a high voice. Her ears are extremely tall. Her nose bridge is somewhat concave. Her somewhat narrow nose is slightly upturned. Her hair is russet. Her skin is brown.
   She is clumby.

Chills' Okoshimush likes sphalerite, brass, demantoid, gorilla leather, giant olm bone, the color dark pink, querns, catapult parts and guineafowls for their social nature. When possible, she prefers to consume apricot wine. She absolutely detests snails.
absolutely detests snails.

The has great creativity and an iron will, but she has a numericable quartel some, an iffy some for music, a near himsthatic some, a near memory and quite more facual.

Like others in her culture, she holds craftsdwarfship to be of the shipsest ideals and celebrates talented artisans and their nasterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, really respects those that take the time to master a skill, deeply respects those that take those that take to master a skill, deeply respects those that take the time to master a skill, deeply respects those that two hand at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values nartial provess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally sees the whole pursuit of art as silly, finds blind honesty foolish and values sacrifice. She dreams of raising a family.

She is unable to make decisions without a great deal of input from others. She is inattentive to detail in her own work. She is slow to anger. She is moved by art and natural beauty, though she is conflicted by this for more than one reason. She tends to share her own experiences and thoughts with others. She has an active inagination. She is trusting. She tends to be passive in discussions. She tends not to be swayed by enotional appeals. She can handle stress. She occasionally overindulges. She holds her breath when she's nervous. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.
{\bf A} short, sturdy creature fond of drink and industry.
```





Date:200-01-15 'Ghills' Okoshimush, Lifeline "'Ghills' Vigordikes" No Job Adequate Brewer
Adequate Cook
Novice Wound Dresser
Novice Diagnostician
Novice Surgeon
Novice Bone Doctor
Novice Suturer c: Combat b: Labor m: Misc

Ghills Vigordikes was their expedition leader, which the civilisation leader chose on account of her name. apparently dikes had a mythical signification to the creators of this project, and such a name would bring fortune and good luck to this endeavor. Taupe wondered how much of this operation was actually powered by sheer faith and hope, considering they'd been dispatched to the Desert of Dreams.

Regardless of the reasons, Ghills was a qualified dwarf by all account. She was a skilled cook and brewer, as well as a novice doctor in many diciplines. Come good or ill luck, she would be there to keep them in top shape. As such, she was called their Lifeline. She got along well with most of them, but somehow, she bears a grudge against the mercenary dispatched for their protection. When asked if this would be a problem in the future, she said that "she was doing fine".

Spoiler (click to show/hide)

```
"I'm doing fine."
 He is a faithful worshipper
He is sixty-eight years old, born on the 2nd of Pelsite in the year 132.
He is short and not very strong. His medium-length sideburns are neatly combed. His very long moustache is neatly combed. His long beard is neatly combed. His hair is clear concave. His brass eyes are slightly protruding. His ears are somewhat narrow. His hair is russet. His skin is brown.
    Triaxx' Rintardatur likes realgar, fine peuter, cinnamon grossular, sheep hoof, the color pale blue, waves and blue peafowls for their enormous fan tails. When possible, he prefers to consume giant green tree frog and teff beer le absolutely detests large roaches.
 his a function in the culture, he holds craftsdayafship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds nerrymaking and partyling worthwhile activities, values antial provess, values lessure time, respects connerce and finds nature somewhat disturbing finds sacrifies to be the height of folly and helieves war is preferable to be presented in the sown work. He is sloppy with his living space He can easily fall in love or develop positive sentiments. He likes to brawl. He is quite confortable with others that have a different appearance or culture. He often feels discouraged. He has a tendency toward forming deep emotional bonds with others. He has a calm demeanor. He is grateful when others help him out and tries to return favors. He prefers to present himself modestly. He doesn't seek out excitement. He generally active with a narrow focus on the current activity. He is moved by art and natural beauty, and he is troubled by this since he dislikes the natural world. He isn't given to flights of fancy. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.
  A short, sturdy creature fond of drink and industry.
```



Triaxx Castlespire was their miner, and also liked to cut the gems he found while digging. He had a sharp mind and a loyal spirit, although he could be sloppy at times. He wasn't the strongest or tallest of fellas, but at least he was smart enough to dig a tunnel without collapsing anything, which was more than most miners could boast of. They probably wouldn't need to create large chambers and monuments underground, but finding riches and gems within the earth would be a great asset to the wealth and style of this ambitious fortress. As the first and only pick user of their group, triaxx claimed the position of Chief Miner. all new miners would have to report to him and his beautiful, well-groomed beard.

Spoiler (click to show/hide)

Spoiler (click to show/hide)



No Job
Adequate Carpenter
Novice Building Designer
Novice Wound Dresser
Novice Diagnostician
Novice Surgeon
Novice Bone Doctor
Novice Suturer
Adequate Potter

c: Combat b: Labor m: Misc

Zuglarkun Kindlewhips was a shred and creative architect, with an iron will and a great aspiration for craftdwarfship. While her spatial awareness was sometimes questionable, she was a great potter and building designer. People soon learned not to question her poor spatial sense as she read the map, as "She has trouble controlling her temper". She took the title of Master Builder, with her knowledge of both architecture and pottery. Like Ghills, she had basic medical training, to make sure they didn't all die in this desert...

'I have been considering Egul Judgesystem." He is a worshipper of Limâr Goldway and a faithful worshipper of Egul Judgesystem. He is a citizen of the Milron. He is a recor of The Channels of Esting, He arrived at Usan Much on the 15th of Grante in the year 200.
He is estandy, His hair is wavy, His very long sideburns are neatly combed. He has high cheekhones, and he has a very narrow round chin. His protruding brass eyes are very wide-set. His lips are thick. His nose bridge is somewhat concave. His brown skin is wrinkled. His nose is slightly upturned. His hair is russet with a gray public, but by a proposed on the set of the control couch of gray cable, he had some the color charcoal, gene, short swords, armor stands, large, serrated discs, geese for their formation flying and giant lions for their roars. When possible, he prefers to gray the stands of th like there in his culture, he holds craftsduarfship to focus, we have the property of the law, greatly really sees the shift of the lighest ideals and celebrates talented artisans and their mastervorks. has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the fire things in life, believes that honesty is a high ideal, really respects those that take the time to master a skill, deeply respects that work hard at their labors, respects, respects and fair-plant of the property of values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally doesn't care about art one way or another. He dreams of raising a family.
He is quick to anger. He could be considered rude. He tends to make a small mess with his own possessions. He can handle stress. He has a greedy streak. He doesn't seek out excitement. He is often nervous. His hands move frantically when he's trying to remember something. He needs alcohol to get through the working dutdoors and grumbles only mildly at inclement weather.

Spoiler (click to show/hide)



Flame Shoveclasp was a scrawny dwarf with hints of grey in his beard, despite being only eighty-five. Underneath his strange look and weak build, he was a durable worker with a gnawk for mechanic and masonry. He cared not for art or beauty, focusing instead on efficiency and purpose, which made him a Grand Engineer indeed. His expertise with gears, pillars, blocks and pumps would be essential to the grand project that brought them all the way here.

Flame was not exactly a social dwarf, instead focusing on his designs and ideas, keeping to himself. "I have been considering Egul Judgesytem" He replied rudly, when asked what he was thinking about during their travels, for he also liked to muse on the divines...

Spoiler (click to show/hide)

"W... worried? Do I look worried?" He is a casual worshipper of Cog Standknight and a faithful worshipper of Mostib. He is sixty-one years old, born on the 15th of Opal in the year 139.
He is sixty-one years old, born on the 15th of Opal in the year 139.
He is short. His hair is way, His medium-length sideburns are braided. His very long moustache is arranged in double braids. His long beard is arranged in double braids. His very long hair is arranged in double braids. His teeth hair is way, His mose bridge is somewhat concave. His nose is slightly upturned. His hair is russet. His skin is brown. He has a natural inclination toward language and good intuition, but he has little villpoure and none creativity.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respect those that work hard at their labors, values cooperation, finds merrymaking and partying worthwhile activities, values martial provess, values leisure time, respects commerce and finds nature somewhat disturbings. He personally sees those that attempt to maintain doesn't mind it that way. He dreams of crafting a masterwork somewhat disturbings He personally sees those that attempt to maintain the personal of the cracks are also and the cracks and the cracks are also and the cracks are also and the cracks are also and the cracks and the cracks are also and the cracks are also and the cracks and the cracks are also and the current activity. He is grateful when others and tries to return favors. He tends to share his own experiences and thoughts with others. He lives a fast-paced life. He needs alcohol to get through the working outdoors and grumbles only mildly at inclement weather. A short, sturdy creature fond of drink and industry.



Date:200-01-15 "'Gwolfsky' Brandhalls" No Job Novice Axedwarf Novice Fighter Novice Dodger Adequate Fisherdwarf c: Combat b: Labor m: Misc

Gwolfsky Brandhalls was a rugged pirate, altho he insisted that he was just a simple fisherdwarf who liked to secretly train with an axe and murder everything he found. due to his reckless desire to fight sea creatures, he brought six dogs with them. As soon as he learned of a mysterious lake near the settling location, he was onboard. As they traveled, zuglarkun began to mention strange, terrifying stories about the Ungodly waters. Gwolfsky was feeling less confident now. "W... Worried? Do I look worried?" he bluffed when confronted about this. He thinks honor and dicipline and traditions are dumb; Gwolfsky is too school for school. he was a mighty axedwarf, and the Slayer of the Sea.

Spoiler (click to show/hide)

He is a faithful worshipper of Vakist the Meandering Lutes and a casual worshipper of Zon. He is a citizen of the Stiered from . He is a marker of The Channels of Melting, He arrived at Wanthluck on the 15th of Granite in the year 200.
He is seventy-three years old, born on the 9th of Opal in the year 127.
He is weak and short, His hair is crinkly. His very short sideburns are neatly combed. His very long noustache is neatly combed. His very long beard is arranged in double braids. His very long hair is tied in a pony tail. He has high cheekbones, and he has a very narrow round chin. His nose is short. His hair is wavy. His nose bridge is somewhat concave. His eyebrows are short. His brass eyes are slightly sunken. His head is somewhat narrow. His hair is russet.
His skin is brown. ers to consume cranberry when, tapir's milk and rottal milet flour. He absolutely detects brown recluse synders.

a great musical sends, a very good sends of synathy and a very good feet for social relationships, but himse and their materworks, has a great deal of respect for the law, greatly prizes loyalty, sees friendship as one of the rilings in his believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labore, respects in the respect of the respect of

<u>Spoiler</u> (click to show/hide)



His name was Taupe Arrowsoul, and altho he was a simple farmer, he was glad to travel along his friends. Oh how he loved to celebrate "artisans, their materials and the tools to shape them!" He wasn't the strongest or sharpest dwarf in the mountainhomes, but he was dedicated, tireless and healthy. He had to be. How else were his friends to remain fed if he didn't work as hard as he could? Such was his lot; to tackle the menial tasks so that gifted dwarves could create wonders. His job was to tend the fields, feed the animals, train and breed them. People suggested that he be called the Fields Supervisor, which he kind of liked.

'How great it is to be surrounded by family!''

She is a dubious worshipper of Vakist the Meandering Lutes and a worshipper of Zon.

She is fifty-one years old, born on the 17th of Malachite in the year 149.

She is short. Her brass eyes are slightly rounded. Her hair is wany. Her very long hair is braided. She has a narrow round chin. She has a high voice. Her lips are thick. Her ears are extremely narrow. Her nose bridge is sonewhat concave. Her whin is brown.

Thoryane' Fikodtabar, "Thoryane' Glazedfaith", Proud Defender

She is fifty-one years old, born on the 17th of Malachite in the year 149.

She is short. Her brass eyes are slightly rounded. Her hair is wany. Her very long hair is braided. She has a narrow round chin. She has a high voice. Her lips are thick. Her ears are extremely narrow. Her nose bridge is sonewhat concave. Her whin is brown.

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Thoryane' Fikodtabar is sonewhat concave. Her hair is wany. Her very long hair is braided. She has a narrow round chin. She has a high woice. Her lips are thick. Her ears are extremely narrow. Her head is extremely narrow. Her hose bridge is sonewhat concave. Her hair is brown. The year of the lips are thick. Her ears are extremely narrow. Her hose bridge is sonewhat concave. Her hair is brown. Her hose bridge is sonewhat concave. Her hair is brown. Her hose bridge is sonewhat concave. Her hair is brown. Her hose bridge is sonewhat concave. Her hair is brown. Her hose bridge is sonewhat concave. Her hair is brown. Her hose bridge is sonewhat concave. Her hair is wany. Her hose bridge is sonewhat concave. Her hair is brown. Her hose bridge is

Spoiler (click to show/hide)

Date:200-01-15

Thoryane' Fikodtabar, Proud Defender
"Thoryane' Glazedfaith"
Expedition Leader, \$

No Job
Adequate Axedwarf
Adequate Fighter
Adequate Dodger

Thoryane Glazedfaith was their axe-for-hire, a mercenary dispatched to protect them during the journey. Gwolfsky insisted she comes along, as she reminded him of an old buddy, Thorin, altho this one was actually a girl. "She likes axes, axes are awesome!" He insisted. Ghills did not like her one bit, and the feeling was mutual. the expedition leader said that any mercenary that didn't come with a decent suit of armor was useless to them. Still, despite this animosity, Thoryane was fond of a lot of them, and was glad to finally have people to call her own. "How great it is to be surrounded by family!" she conffessed one night, around the campfire. Despite her proffession, she seemed rather creative, eloquent and wise. Sometimes, she said, she wish she'd pursued a more artistic lifestyle. Perhaps this new life will give her the chance she seeks... For started, she took the title of Proud Defender, which sounded more noble than mercenary.



Those were the seven dwarves that came to the Desert of dreams. The Channels of Melting, meant to create a beautiful, blazing masterpiece of a fortress. Many nights were spent around the campfire, discussing the name of the fortress. They had finally agreed on a speficic name.

Murderflood.

"Strike the earth", Ghills said, as was the dwarven tradition. It was the early days of Granite...

Spoiler (click to show/hide)

Pate:288-81-15

River Otter Corpse

Yet as they prepared to settle this new dwarven outpost, something sinister and unholy lurked in the southern plains. Amidst the black sandy hills, the denizens of the Ungodly Water spied on our heroes. Was Murderflood to be known for the blazing channels dreamed by the dwarves? Or would it be ironically remembered for the horrors that poured from the lake?

Spoiler: OOC Notes (click to show/hide)

So, I was really hoping for some variation for the hair and skin color. Turns out, our civilisation is made of fucking inbreds, because every single founder has brown skin and russet hair. The dwarves were drawn in order they appear on the unit list, starting with Zuglarkun. This

resulted in... increasingly improbable and cartoonish hairdos to keep everyone somewhat distinct. Most of them have suits that match their profession, or clothing colors they enjoy. Zuglarkun tho, was first designed while holding the big map, so her clothes are the color that architects and administrators are dressed in the Phoebus tileset, aka purple noble-ish clothes. That's why she has a purple robe. Her strange, tomboyish expression, as well as Gwolsfky's rugged looks, make them my two favorites. Flame, you look like a fucking mess, but that's how RNG works I guess. Ghills is accidentally Dwarf Aeris.

There were no males left when I reached the sessword/axe. Nobody claimed her, but Urist sounded retarded amidst the other names, so I took Gwolfsky's suggestion and feminized the name.

I'm not sure how we'll survive this otter, but we have 20 clay units and about 30 microcline builders, which we can use for a quick wall or turn into blocks, depending on how fast we need to get shit done to avoid annihilation. The dogs should act as a breedable source of food if we need to bunker up and can't farm much, but they could also be trained for war if case be. I'm just **terrified** of them dying and turning into zombie dogs, as Thoryane is no Milla Jovovich.

Spring should be played, illustrated and posted thorough the next day, assuming I can get up early and keep my mind focused on the task.

If you really, really hate something about your character design, just drop me a line and I'll try to change that organically in the next updates.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on September 02, 2015, 08:08:26 am

What's to hate. I look AWESOME.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Dumbestdorf on September 02, 2015, 08:12:19 am

Quote from: Taupe on September 01, 2015, 09:51:13 pm

Was Murderflood to be known for the blazing channels dreamed by the dwarves? Or would it be ironically remembered for the horrors that poured from the lake?

It may be **both**.....

Also, awesome update as always, Taupe:)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on September 02, 2015, 01:19:34 pm

<3 that you did character portraits for the starting seven. Also, is that a sextant I spy dangling from my neck? Nice touch there.

About the butchering, my understanding is that as long as the corpse isn't on the re-animating part of the biome, it should be pretty safe. So keep refuse far away from the lake (including the sections underground). Don't just take my word for it though.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on September 02, 2015, 01:28:46 pm

Either a Sextant or a Compass (Drawing Tool).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 02, 2015, 01:40:25 pm

Quote from: Zuglarkun on September 02, 2015, 01:19:34 pm

About the butchering, my understanding is that as long as the corpse isn't on the re-animating part of the biome, it should be pretty safe. So keep refuse far away from the lake (including the sections underground). Don't just take my word for it though.

I hate you.

Quote from: Triaxx2 on September 02, 2015, 01:28:46 pm

Either a Sextant or a Compass (Drawing Tool).

It is, indeed, a drawing compass!

Quote from: Zuglarkun on September 02, 2015, 01:19:34 pm

<3 that you did character portraits for the starting seven. Also, is that a sextant I spy dangling from my neck? Nice touch there.

Glad people are enjoying those! By the way, the first page now contains the deity list for our civilisation, thanks to Zuglarkun. The pantheon is very dwarven, very straightfowardly named. Be sure to check whom your favorite dwarf likes to worship!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on September 02, 2015, 02:14:11 pm

Quote from: Taupe on September 02, 2015, 01:40:25 pm

Quote from: Zuglarkun on September 02, 2015, 01:19:34 pm

About the butchering, my understanding is that as long as the corpse isn't on the re-animating part of the biome, it should be pretty safe. So keep refuse far away from the lake (including the sections underground). Don't just take my word for it though.

Spoiler: Yeah, about that lake... (click to show/hide)

```
CANAN
       W WW W WWW
     WWW " W WWW
      w www.
       MANAWAY W W WANAWAY
I hate you.
```

Whoa hey, I'm just the map gen guy. Besides, we all voted for that map remember? You folks requested for all the !!FUN!! options and Isimply delivered the goods. *Big innocent puppy dog eyes*

Also...

Spoiler (click to show/hide)

It gets worse. 🥞

cue maniacal laughter

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 02, 2015, 02:22:23 pm

Quote from: Zuglarkun on September 02, 2015, 02:14:11 pm

Also...

Spoiler (click to show/hide)

It gets worse. §

cue maniacal laughter

Oh no oh no oh no ... It has begun.

EDIT: Spring is complete! It was an interesting and stressful first season! The long process of creating various crude pictures can now begin!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on September 02, 2015, 04:00:31 pm

I'm a male.

A male mechanic.

A male mechanic who likes serrated discs.

BRING ON THE WEAPON TRAPS

Also it's pretty cool that I like giant lions and can handle stress. My curse has been turning around lately.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 02, 2015, 04:01:39 pm

Quote from: TheFlame52 on September 02, 2015, 04:00:31 pm

I'm a male. A male mechanic.

A male mechanic who likes serrated discs. BRING ON THE WEAPON TRAPS

Also it's pretty cool that I like giant lions and can handle stress. My curse has been turning around lately.

Almost as if people are paying non-zero attention to your dwarfings now... :p

And yes, I saw the serrated disk preference and the antisocial genius vibe, and I was like, "Yup, that's our mechanic right there!"

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on September 02, 2015, 04:03:21 pm

cool

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on September 02, 2015, 05:36:40 pm

That otter is really gloomy.. I hope we don't get any weasels. None of my adventurers so far have ever managed to strike down a weasel

Anyway, awesome update! I'm really looking forward to see what kind of fate befalls Murderflood..

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on September 02, 2015, 09:36:37 pm

First Spring -- Fear under the sun

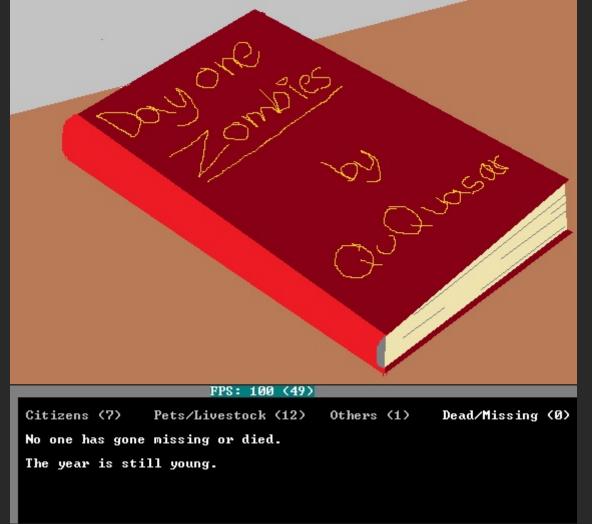
A monstruous creature is spotted on the horizon. Above us, to the south, a terrifying, animated otter corpse skulks around. It is only a matter of time before it spots our settlement. We must ask quickly. I turn toward Ghills, and ask her what we should do.

"Actually, why don't you take charge as overseer?

-Me? But I'm just a farmer! You are our leader!

-Yeah, hum, I believe in you! Don't you have a book in the wagon that could help us?''

Ghills unwillingness to take over command of the group is strange, but I have been chosen. I follow our cook's advice, and browse through our wares. We can salvage this. Nothing has died or gone missing yet. The year is still young.



There it is! An old, dusty tome from a strange fortress named Bonepillars. It details the strange adventures of a group of dwarves besieged by zombies on all side, the moment they arrive to their destination. thankfully, QuQuasar the dwarf explains a few steps that may help us survive! We will need a bunker, and quickly! The book details the construction of a two story high wall, but I doubt zombie otters can actually climb.

Spoiler (click to show/hide)

Date:200-01-15 Idlers: 7

Wagon Perimeter

I designate a safety perimeter around our wagon, where I pasture our various animals, so that they don't wander off and attract the otter's attention. I tell Triaxx to grab a pick and start excavating a small room underneat us, with enough space to build a workshop. There shall be a staircase down at each corner of the wagon. Everyone else, start building a wall around this 5x5 area! And don't go outside the safety perimeter.

Danger Mode: no squads, 1 burrow Civilian alert: Danger Mode: Add alert d: Delete alert Enter: Set civilian alert N: Name alert

AMBRIS SQUADS EURROWS

Inactive Wagon Perimeter A
Active/Training Danger Mode [CIV]

p: Positions a: Alerts e: Equip n: Uniforms u: Supplies f: Ammunition s: Schedule

ESC: Done 234689: Move selector

I leave a note so that people know we are under danger. Then I tell Gwolfsky to deconstruct the wagon. We'll need the wooden logs.



We start with the southern section of the wall, creating a large mass of microcline boulders to block the view. The Otter haven't seen us yet. It wanders the hill right next to us, sometimes too close for comfort. Legends speak of theOtters, an ancient race of undead creatures that once plagued dwarfkind. They say the dwarves built a giant wall to keep them at bay, and then hid underground, resulting in the Long Night. They even have to join forces with the dreadful children of the forest, the elves, to defeat these monsters.

I can hardly believe my eyes! The Otters have been gone for eight thousand years, legends say... Yet there it is, a monstrous corpse animated by foul winter heat magic, it's eyes burning a pale—blue green glow... Thankfully, this one looks rather decomposed, and can't move too far. What I fear tho, is that the lake may reanimate the things that the Otter kills. Every creature that we leave outside will soon die and join the ranks of the dead. A chilling thought.



Atop a rare, magnificient Highwood tree, a fleet of Giant Wren chill on the branches. for nopw they seem safe, but if they were do die, the Otters would have an unstoppable army of flying corpses.

Spoiler (click to show/hide)

```
FPS: 100 (49)
 Citizens (7)
                       Pets/Livestock (12)
                                                     Others (10)
                                                                         Dead/Missing (0)
                                                                    Wild Animal
Wild Animal
Wild Animal
 Giant Wren
Giant Wren
Giant Wren
Giant Wren
                                                                    Wild Animal
Giant Wren
Giant Wren
                                                                    Wild Animal
Wild Animal
                                                                    Wild Animal
 Giant Wren
                                                                    Wild Animal
Wild Animal
Undead
 Giant Wren
 Giant Wren
 River Otter Corpse
```

The Otter stalks the bird. More giant wrens reach the tree. I do not like this at all. I turn to my friends, and tell them "A wall won't be enough. We will need a roof, a sealed one."



River Otter Corpse upper body neck
head
right front leg
left front leg
right front paw
left front paw
right rear leg
left rear leg
right rear paw
left rear paw
left rear paw right eye left eye

After two days, the Otter jumps into the Ungodly Waters, and begins floating around. Our wall is mostly finished, and this may be the only chance we have of acquiring some wood. I tell Gwolfsy to grab his axe and bring back some logs while the way is clear. A wood stockpile is designated around the mason workshop.

Spoiler (click to show/hide)



Gwolfsky is happy to oblige. He hasn't been doing much since he arrived, and he's itching to kick things.

Spoiler (click to show/hide)
An animal has become a Stray war Dog. An animal has become a Stray war Dog. The dwarves suspended the construction An animal has become a Stray war Dog.
The dwarves suspended the construction An animal has become a Stray war Dog.

Meanwhile, my efforts to train our dogs for war have been fruitful. By unleashing my inner fury, I've demonstrated the dogs how to be fierce and scary.

Spoiler (click to show/hide)



Status: Domesticated s: Search Trainer: Any Creature Owner Stray Dog, \$ (Tame)
Stray Dog, \$ (Tame) DAW DAW DAW DAW DAW Stray Cat, \$ (Tame)
Stray Yak Bull, \$ (Tame)
Stray Horse, \$ (Tame) Uninterested Uninterested Uninterested Uninterested

Mostly it involves screaming a lot and showing your teeth.

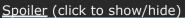


Gwolfsky is back with some wood. Our carpenter Zuglarkun gets to work, and complete our first wooden item, a door. At last, our little dwelling can be sealed from the exterior. While it is still safe to venture out, tho, I send Triaxx to remove the ramps near our wall. don't want anything to just walk atop our fort, do we?



Look that's a sand staircase what do you want from me.

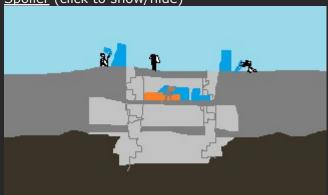
With the wall finished, Flame the mason and engineer begins to carve what's left of our respectable stash of microcline into blocks, which we'll need to create a roof. Two of the ground staircase down are replaced with microcline up/down stairs, allowing us to access the roof. Flame begins work on two rock floor hatches, which we'll use to complete our defences and seal the roof from potential air dangers.





Actually, it seems the Otter has left for now. More will come, I'm sure, but for now we have a few days of tranquility, which I want to make use of. I tell Gwolfsky to kick down each boulder of the wall, one by one, and replace them with freshly-carved microcline blocks. By retrieving the raw stone and carving it, we'll be able to get about 72 extra blocks at the end of the day.

Spoiler (click to show/hide)

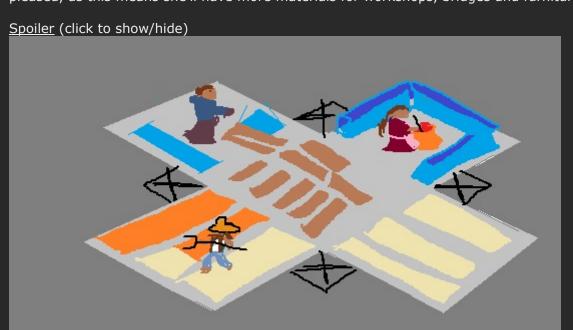


With construction complete, and our lives secure for now, it is time for each of us to jump into our respective tasks. Triaxx begins carving the rest of the preliminary hideout. The first basement is nothing but a staircase with some wood piles and a mason workshop. We dare not extend the floor farther then the upper walls, in case a flyer or a falling object rolled down the ceiling, and created a cave in. A hole leading into the fortress from outside the wall would obviously be *bad*.

The following floor is carved the same way as the mason floor, except that a 3x3 area expands in each direction, leaving room for 4 workshops, and some storage in the middle. I designate another wood stockpile, and tell Gwolfsky to bring a second tree inside. He grumbles, and call his loyal wardog to his side, before venturing outside.

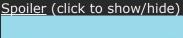
The 3rd basement is to be dug like the second, but this time Triaxx hits Ryolite. Or whatever it is called. Look, I'm a farmer. Zuglarkun is

pleased, as this means she'll have more materials for workshops, bridges and furniture.



The second basement is put to use. Wood in the middle, prompting Gwolfsjky to begin hauling. This is our only safe sand layer, so I call dibs on two of the 4 alcoves. Ghills claims the northern one, and begins to build a kitchen. Zuglarkun has already used the western corner to build a carpenter workshop, which was crucial for the door. I begin moving some non-grazing animals inside, to avoid infighting due to low space, then it's plump helmet planting time, baby!

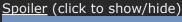


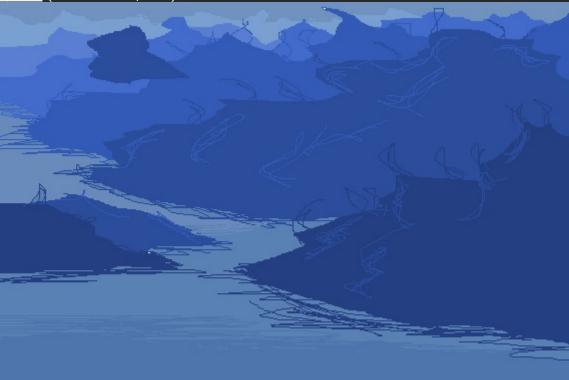




Gwolfsky comes in, visibly troubled.

"Guys, something is up and as a fucking pirate innocent fisherdwarf I can tell you this is not supposed to happen."



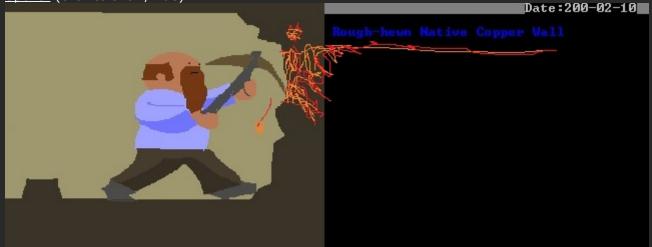


Indeed, a strange mist is forming over the Ungodly Water. Whatever the effects, we better stay away. I activate the Danger Mode alert once more, and everyone rushes inside. Clearly, that's another reason to build a tight roof. Before long, the body of water has come alive, obscured by a tangible, opaque and moving mass of mist. The whole thing is incredibly unsettling. It is as if the water was alive, pulsing with strange movements, poking around with lifelike tendrils of vapor and thick fog. Do the Otters come when the fog sets, or is the fog created by the Otters?

"Gwolfsky, I doubt we'll be able to get some fishing done anytime soon. Please use those blocks to build a ceiling."

I remember one of the important rules about our project. "Floor before roof, always". Trees are devilish creatures, and can destabilize the nature of reality itself when growing indoors. We'll need to floor over the sandy dune. Thankfully, Gwolfsky has retrieved large amounts of log from the two trees he fell, which should be enough to power a small pottery industry. We'll need a Kiln for Zuglarkun, and Thoryane can take a shot at wood burning. "Hey, Triaxx, how's that digging going? we need more room for workshops!"

Spoiler (click to show/hide)



- "Mate, I've struck native copper, how sweet is that?
- -Pretty much! say, once you are done with all the digging, mind trying to smelt it? We have no metalworkers right now -Yeah whatever."
- That's all the more reasons to kickstart that charcoal businessQ

Spoiler (click to show/hide)

FPS: 100 (49)

expedition leader
militia commander
sheriff
hammerer
manager
chief medical dwarf
broker
bookkeeper

FPS: 100 (49)

While her nemesis is busy building a wood furnace, Ghills comes to me and explains why she hates Thoryane so much. "I was told I'd be the expedition leader, but that was a lie! A horrible lie to get me and my friends onboard! secretly the leader was at the bottom of the list, not the top. They've named Thoryane as the official leader, because a cook is not impressive enough, while a millitary figure commands respect!"

I think for a moment. I'm not the smartest of the bunch, but sometimes I get some good ideas.

"What if... what if we simply all declared ourself nobles? then Thoryane wouldn't be special anymore! -That.. that would work, I guess" said Ghills.

Spoiler (click to show/hide)

```
expedition leader militia commander sheriff hammerer manager chief medical dwarf broker bookkeeper militia captain

Enter: View Unit/Fill Vacancy r: Replace s: Settings 8293: Scroll

Thoryane' Fikodtabar, Proud D[REQUIRE][DEMAND][MANDA' Taupe' Febunol, Fields Superv[REQUIRE][DEMAND][MANDA' Taupe' Febunol, Fields Supe
```

Gwolfsky asks for a title, but then we explain that being a noble means playing by the rules, to which he replies "No thanks then" and head upstairs to kick something and train with his axe. Thoryane becomes militia commander, as expected. Ghills acts as Chief Medical dwarf. Because farming also involves a lot of trading and appraising, I'm to be our broker for now. Zuglarkun will act as manager, for she is smart and organized. Flame likes to keep to himself, so he'll be our bookkeeper. Triaxx doesn't get a title, but I explain that as our chief miner, jeweler and blacksmith, he's already the most dwarven person on earth, so he doesn't really need an impressive title on top of that.





Zuglarkun is done building beds, chairs and a table. The thirs floor now includes a dorm/barrack, as well as four chairs surrounding a single table, creating the most claustrophobic meeting area, dinning hall and office space ever known to dwarfkind. Still, it's not like we'll actually be spending time at our desks for now anyway.

Spoiler (click to show/hide)



Across the room, Zuglarkun is melting our clay stockpile into earthenware bricks, using the charcoal provided by Thoryane, using the wood chopped down by Gwolfsky. Teamwork, yay! The others are busy building the roof.

```
FPS: 100 (49)
                                              Others (9)
Citizens (7)
                   Pets/Livestock (12)
                                                               Dead/Missing (0)
Raven
                                                            Wild Animal
                                                            Wild Animal
Wild Animal
Raven
Raven
Raven
Raven
                                                            Wild Animal
Raven
                                                            Wild Animal
Wild Animal
Raven
                                                            Wild Animal
Raven
 Tiercel Peregrine
                                                            Wild Animal
```

Gwolfsky is on the roof when he spots some new creatures. a flock of ravens, and a tiercel peregrine. "What's up with this place and fucking birds?" he moans "I can't fucking fish birds!"

Spoiler (click to show/hide)

· · · · · · · · · · · · · · · · · · ·	- /	
meat	5	prepared meals [18]
fish	None	prepared meals [16]
raw fish	None	
egg	None	
plants	33 2	
prepared meals	34	
cheese	None	
powder	None	
drinks	99	
leaves	38	
liquid	None	
glob	None	
seeds	50 16	

Flame finishes some bookwork, and announces that we now have about 100 drinks stockpiled. Our food stockpile isn't increasing much, but at least it'll taste better now that Ghills has finished a few prepared meals.

Spoiler (click to show/hide)



Can you tell I'm fucking tired of this for today?

"We've got lobster cakes and rat cakes!" she announces gleefully, coming out of the kitchen.

Then comes the annoyed voice of Gwolfsky once more.

Spoiler (click to show/hide)



- "Guys, something is happening! It's the mist again!
- -Is it over the lake?
- -Yeah it's not leaving the water... but...
- -Then just close the door and stay inside, we'll be fine.
- -No, you gotta see this!"

The man is insisting, so we just give up and head to the roof. We watch as the northern bay comes to unlife, animated by strange tendrils of mist. A sight we've already beheld, but an impressive and awe-inspiring one nonetheless. Until we notice it.

"Oh dear EGul Judgesystem, have mercy on our souls..." whispers Flame, as he watches the dark, hulkering shadow rising from the sea.



Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on September 03, 2015, 08:05:35 am

HOLY SHITFUCK

also nice drawing

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on September 03, 2015, 10:45:23 am

" I think i should swap my fishing rod for a cross bow..."

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on September 03, 2015, 11:18:36 am

I was afraid that this might happen, WELP. So question is, how utterly fucked are we?

Let's crunch some numbers.

Peregrine falcon flying gait: **87 kph** (110 gait speed*) Average dwarf *TOP* speed: **30 kph** (293 gait speed*)

As pertains to gait speed, the lower the values are the faster the creature is.

I do believe that the peregrine falcon possesses the fastest gait in the raws, and is almost 3 times as fast as the fastest dwarf.

All I have to say is... LOOK OUT! DEATH FROM ABOVE!

* All values taken from the DFwiki.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **September 03, 2015, 11:50:10 am**

Quote from: Zuglarkun on September 03, 2015, 11:18:36 am

I was afraid that this might happen, WELP. So question is, how utterly fucked are we?

A lot, but thankfully the moment I spotted a corpse and saw a bunch of flying units perched in a tree, I knew we needed a tightly sealed bunker. From the third day of this adventure I,ve begun preparing for this kind of thing. Okay, some Way, Way less horrifying things, but that should still apply.

Quote from: TheFlame52 on September 03, 2015, 08:05:35 am

HOLY SHITFUCK

Yuuup, that's a previously-living bird that's been utterly consumed by the vile will of the Ungodly Waters. What's left is merely a husk of the previous creature, filled and reshaped by the mist tendrils, a living embodiment of the biome's evil desires. I'm sure we'll be fine tho!

Quote from: Gwolfski on September 03, 2015, 10:45:23 am

" I think i should swap my fishing rod for a cross bow..."

Crossbows have been made for you and Thoryane. You are currently busy making your own bolts from the trees you murdered.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: The Flame 52 on September 03, 2015, 12:46:01 pm

Post by: TheFlame52 on September 03, 2015, 12:46:01 pm

At least husks aren't as bad as they were in 0.34, now that pulping is a thing.

Are we going to pull a Silentthunders and have our main form of defense be horrifying undead monstrosities? Break out the cage traps!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Dumbestdorf on September 03, 2015, 01:48:37 pm

Quote from: TheFlame52 on September 03, 2015, 12:46:01 pm

Are we going to pull a Silentthunders and have our main form of defense be horrifying undead monstrosities? Break out the cage traps!

Oh Armok, *this*.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on September 03, 2015, 02:44:21 pm

Does magma work against undead now? If so, undead gladiatorial games! Then we use magma to rinse away the messy aftermath.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 03, 2015, 03:07:57 pm

Quote from: Zuglarkun on September 03, 2015, 02:44:21 pm

Does magma work against undead now? If so, undead gladiatorial games! Then we use magma to rinse away the messy aftermath.

I was thinking of an awesome defence system against flyers, where the top of the fortress can create a dome-shaped waterfall of magma, essentially scorching everything that tries to cross into our territory.

EDIT: Summer is complete and I'm doing the art right now. However, I've been invited to the restaurant, and I don't know when I'll be back. Should I not have time to finish a proper update, the summer adventures of Murderflood will instead be published Saturday evening. Autumn should be done on Monday and posted Tuesday, with hopefully Wednesday being for winter. Next Thursday will be a day off, which will be used to conclude everything in case I actually have to spend time with "people" during the week.

Current progress: (17/17)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on September 06, 2015, 10:17:29 pm

First Summer -- Bloodlust under the sun

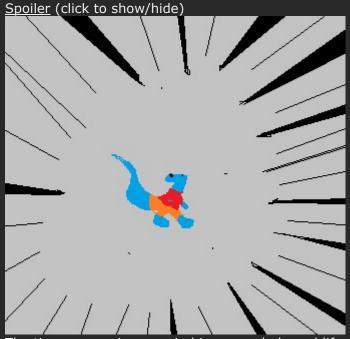
Gwolfsky hasn't been doing much woodcutting. In fact, after cutting down two trees he's refused any orders to chop any more of them. He cannot fish, either, because this lake is evil and the only thing to catch are undead, foul otters, seeking only the death of all dwarves. He haven't even got to fight, because the fort does not have any kind of gear or armor for now...Needless to say, he hasn't been doing much of what he likes to do. Or what he's good at.

He has, however, been building a roof.



"It's finished! At last!" he yells, as he completes the last block tile, seconds before the mist-infused creature reaches the fortress. Not a second too soon. The hatches are forbidden, and the fortress avoids a terrible, bloody fate. The beast knocks on the roof, tries the hatches, attempts to smash the door, but the masonry and carpenting of the Channels of Melting prevail. The sailor takes a good look at his tools, and declares "I think I need to switch my fishing rod for a crossbow!!"

Thoryane grabs a few logs, and burn them, providing fuel for our temporary metalworker, Triaxx the Chief Miner. "I'll see what I can do"



The tierce peregrin, even in his new unholy and life-opposing state, is still a deadly predator, and a mighty hunter. Many small creatures can evade the sight of dwarves. The mighty bird of prey stalking the Desert of Dreams cannot be so easily fooled. A kobold thief is spotted.



I cannot describe how boned we would have been, had this kobold reached the door and unlocked it. In a strange twist of fate, he will be our salvation rather than our doom. The vile mist husk gives chase, diving graciously from the sky. Kobolds are pretty fast. It is a close pursuit. In the end, the thief manages to escape the region unscathed, and the deadly bird follows him deeper into the black dunes. Doubtless, he will die all the same once exhaustion or luck run dry for him. To us, it means the area is clear of danger.

Spoiler (click to show/hide)



```
Passable, Pet-passable, Open

1: Forbid Passage

o: Keep Tightly Closed

s: Set as Internal
```

This is the perfect opportunity to gather things from outside. I know now for sure, sooner or later we'll be besieged by more undead, or more vile husk creatures. We'll need every ressource we can acquire from outside once that happens. I've spotted a few nearby whip vines, which can be used for brewing. Better get as many as i can. I tell the woodcutters to get some more trees down. They refuse, and simply ignore my idea. Hum, okay...

Spoiler (click to show/hide)



I tell our idlers to make themselves useful, and move our clay downstairs. Someone dropped a block in the doorway earlier, and I can,t have that happen at a critical moment. I've been moving things from the wagon remains in the basement, as to free our only surface building. As the floor is emptied, Gwolfsky starts to use the stoneware bricks, and creates a nice, soft and cozy flooring. Flame starts to work on a few extra chairs.

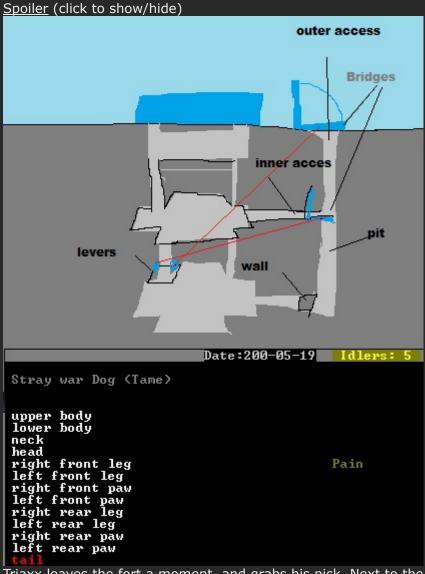
Spoiler (click to show/hide)

```
Citizens (7) Pets/Livestock (12) Others (6) Dead/Missing (0)

One-humped Camel
Wild Animal
```

I panic for a moment when I spot a tierce peregrine on the horizon, but then calm down as I notice it is an untainted one. A few camels are spotted in the distance, but I,m unwilling to have them hunted. We don't know if they'll be revived by the lake.

It is time for an experiment...



Triaxx leaves the fort a moment, and grabs his pick. Next to the fortress, a pit is channeled. It is connected midway to the fortress by a small tunnel, and again at the bottom to let our miner out. Our engineer Zuglarkun grabs some microcline and builds some mechanisms, and designs two bridges. One seals the pit tight on the surface, the other locks the hatch leading to the inner dumping area (the midway tunnel) The area at the bottom is simply walled off. We can now dump corpses in this small pit, and seal it if something nasty comes back from the dead. The bridges should stop even flyers. A war dog is injured by falling rock chunks, but he will live.



Not a moment too soon! A new kobold appears, and i immediately tells our two axe-wielders to murder it.

Spoiler (click to show/hide)

The Proud Defender hacks The Kobold Thief in the right hand with her (copper battle axe) and the injured part is cloven asunder! An artery has been opened by the attack, a ligament has been torn and a tendon has been torn! The Proud Defender hacks The Kobold Thief in the head with her (copper battle axe), tearing apart the muscle and bruising the skull! An artery has been opened by the attack! A tendon in the skull has been torn! The Proud Defender hacks The Kobold Thief in the head with her (copper battle axe), tearing apart the muscle and bruising the skull! An artery has been opened by the attack! A tendon in the skull has been torn! The Proud Defender hacks The Kobold Thief in the head with her (copper battle axe) and the injured part is cloven asunder! battle axe) and the injured part is cloven asunder! An artery has been opened by the attack!
A tendon in the skull has been torn!
'Thoryane' Fikodtabar, Proud Defender: Death is all around us. is truly horrifying.
'Thoryane' Fikodtabar, Proud Defender: How fleeting life is... fear!

Gwolfsky is messy and can't find his gear (all one item of it) so Thoryane ventures outside on her own. the kobold isn't exactly smart, so he runs toward the bay and gets cut off by the water. the millitary commander of Murderflood catches up, and simply cloves his head asunder with her copper axe, which... eww.



The creature has died very close to the lake. I'm scared. Everyone inside, quick! The corpse doesn't seem to move at first. I order it dumped in the pit. It falls to the bottom, where it seems to remain, inert. Well at least we have a good way of discarding corpses. Even if the lake's will cannot touch our dead, I'm told a few necromancers from the tower could still use them as weapons. It's better to have the corpses safely locked in a pit, than lying on our front door.

Date:200-04-13 Idlers:

a: Assign Chair f: Free Chair r: Resize Room

Spoiler (click to show/hide)

Current Owner: 'Gwolfsky' Zesîton, Slayer of the Sea

Ah, and the wagon area is finally finished! We now have a new table, and four more chairs. Everyone gets an office now, even if they don't need one. A few barrels of food and booze are placed around, making this a claustrophobic yet somewhat cozy meeting area. The stoneware brick floor and the finely carves microcline walls and roof are pleasing to my eyes.



```
Weight: 3F

Basic Value: 20*

Uses:

More information (DFHack):

The favoured ranged weapon of choice for any dwarf, crossbows can be made of wood, bones or metal, and shoot bolts as projectiles. Hunters or marks-dwarves that run out of ammunition will use their crossbow as a melee weapon, training the hammerdwarf skill.

Weapon properties:

Not edged
Ranged weapon
Ammo: bolt
Shoot force: 1000
Maximum projectile velocity: 200
Required size: 15000

**Enter: View selected**

**Enter: View selected**

**Description**
```

"Tis done, lads!" triaxx says, as he returns from the forge with his first creations, a set of two copper crossbows. Triaxx starts to give us a bunch of facts about those weapons, like their value and heat points. The more important thing is that they are made of solid metal, and could be used to shatter a undead's skull in an emergency. Gwolfsky grabs one, and head to the craftdwarf workshop where he decides to learn bolt-crafting on the fly. Thoryan grabs the second one, and adds the weapons to their uniforms.

"Make two copper shields next, and then two breastplates if we have the copper, the commander requests.
-'Fraid we don't for now, but if I expand one of the levels to create small stockpiles, i can get more I'm sure, and rhyolite!
-Please do so!

Date:200-05-08 Idlers:

a The Consideration of Armories Kill Giant Slug

Near sq: The Consideration of Armories a etc.: Select exclusively A etc.: Select multiple +-*/- Scroll list k: Attack m: Move o: Cancel Kill Giant Slug
2: Center on selected squad s: View schedule t: Sched - Inactive p: Select individuals Space: Resume .: One-Step ESC: Done

As our first two copper shields come out of the forge, a monstruous creature is spotted near the entrance. It doesn't seem too tough or dangerous, but Ghills and i refuse to go outside as long as it lives.



Thoryane grabs her axe and shield, and charges her new foe. Gwolfsky is... less enthusiastic about the order. He instead run far away in the opposite direction, and then hides behind the fort. He stays there for most of the day, cowering.

Spoiler (click to show/hide)



The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away!
The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!
The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!
The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!
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The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!

The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!

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The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!

The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!

The Slayer of the Sea bashes The Giant Slug in the head with his copper battle with the stack of stacks and shade stacks. The Slayer of the Sea hacks The Giant Slug in the head with his copper battle axe), tearing apart the skin!

The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!

The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!

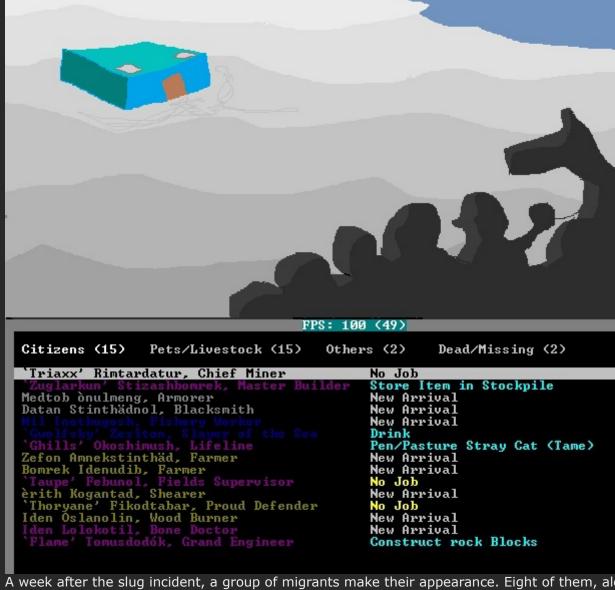
The Slayer of the Sea bashes The Giant Slug in the head with his copper battle skin! The Slayer of the Sea bashes The Glant Slug in the head with his copper crossbow, but the attack glances away!

The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!

The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!

The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin! battle axe), tearing apart the skin!
The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin! The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin! The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin! The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin! The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin! The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin! The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin!

Once he notices that the beast is unconscious, he comes out of hiding and bravely joins the fight, bruising the creature as much as he can. You'd think metal could do more against a slug, but you'd be wrong, the soldiers are tired, hungry and burning from the desert heat. They collapse regularly, only to get up and continue carving the beast with their inefficient copper axes. After 4 days, the creature finally bleeds out and die. Ghills wants to butcher it, but she hasn't finished the butcher shop because a rhyolite boulder blocks the room and nobody will move it. We just toss the slug in the pit instead.



A week after the slug incident, a group of migrants make their appearance. Eight of them, along with some pets. They are glad to finally reach our settlement, after such a hot and perilous journey. There are now 15 of us, and I know food and drinks will soon be sparse. Room as well. I take some time to question the newcomers, and learn about their skills and personalities: (people waiting for dwarfing, make your pick)

Spoiler (click to show/hide)

```
Datan Stinthädnol, Blacksmith
"Datan Theatertongues"

New Arrival
Dabbling Discipline
Dabbling Observer
Dabbling Wrestler
Dabbling Striker
Dabbling Kicker
Dabbling Bodger
Novice Cook
Adequate Metalsmith
Novice Spinner
Novice Gelder

c: Combat b: Labor m: Misc
```

Spoiler (click to show/hide)

```
Datan Stinthidnol, "Datan Theatertongues", Blackenith

"Oh, where is Cerol Kindleddagger? I cannot give in to sadness."

He sometimes feels and at being separated from loved ones,
He is the son of Litast Bridgemonent and Lolor Indigoshieldes.

It is note hundred three wears old, horn on the 3rd of Monostone in the year ??.

He is unscular. His very long sideburns are neatly combode. His very long moustache is arranged in double braids. His long beard is arranged in double braids. His hair is clean-shaven. His nose is incredibly upturned. He has a round chin. His brass eyes are wide-set. His somewhat chort ears are somewhat narrow. His hair is russet nixed with gray. His skin is brown.

Betan Stinthidnol likes porcelain, steel, topas, bows, druns, donkeys for their stubborness and disple cups for their soothing color. When possible, he prefers to consume spotted wohbegong, sole and dwarven heer. He absolutely detests options and a way with words, but he has an entity company of actions, but he with words, but he has an entity company of actions, but he with words, but he had an entity words. He had the standard of the
```

Datan Theathertongues the blacksmith knows a bit about cooking and farming. He's strong and tough, and knows a bit about combat, which could come in handy here. We'll need more fuel and ores before we can make proper use of his profession. He complains that his wife had to stay home. That may be in her best interest, buddy...

Spoiler (click to show/hide)

```
Datan Stinthädnol, Blacksmith
"Datan Theatertongues"

New Arrival
Novice Cook
Adequate Metalsmith
Novice Spinner
Novice Gelder

c: Combat b: Labor m: Misc
```

As soon as I mention the undead problem, Datan comes back on his words, and announces that he lied. He in fact has no actual combat training and would make a terrible soldier.

```
Date:200-05-21 Idlers: 7

Prith Kogantad, Shearer
"Prith Boatsmatched"

New Arrival
Adequate Shearer

c: Combat b: Labor m: Misc
```

Spoiler (click to show/hide)

"I could do without all of those creatures and tangled greenery."

He sometimes feels sad at being separated from loved ones.

He is narried to Kogan Wheeledbook) and has 6 children; beduk Roofbulled. Doren Parchedtown, Iteb Goldarrow, Kib Laborscoured, Olon Bendtrumpets and Tekkud Rackslid. He is the son of Dastot Oilroar and Alåth Cheerfulrazors.

He is one hundred two years old, born on the 19th of Opal in the year 78.

He is one hundred two years old, born on the 19th of Opal in the year 78.

He is even years old, born on the 19th of Opal in the year 29th of Opal in the year 19th of Opal in the year 29th of Op

Erith Boatsmatched says he's okay-ish at shearing, and that's about it. He has a strong mind, and seems interesting enough, but sometimes he seems a bit confused. I guess he'll be hauling bricks and blocks for the time being.

Spoiler (click to show/hide)

```
Date:200-05-21 Idlers: 8

Medtob ònulmeng, Armorer
"Medtob Mirrorlash"

New Arrival
Adequate Armorsmith

c: Combat b: Labor m: Misc
```

Spoiler (click to show/hide)

"Some things should never change."

He sonetines feels sad at being separated from loved ones.

He is the son of Lokum Goldenbrain and Dakost Craftbody.

He is one hundred nine years old, born on the 16th of Obsidian in the year 91.

He is one hundred nine years old, born on the 16th of Obsidian in the year 91.

He is one hundred nine years old, born on the 16th of Obsidian in the year 91.

He is average in size. His slightly protruding brass eyes are slit. His short sideburns are neatly combed. His very long moustache is neatly combed. His long beard is arranged in double braids. His hair is clean-shaven. His small-lobed ears are somewhat short. His hair is gray mixed with golden yellow. His skin is brown.

He to be a somewhat short with the short of the short of the short little was a somewhat short. His hair is clean-shaven. His small-lobed ears are somewhat short. His hair is clean-shaven. His short little was a somewhat short. His hair is clean-shaven. His small-lobed ears are somewhat short. His hair is clean-shaven. His small-lobed ears are somewhat short. His hair is clean-shaven. His small-lobed ears are somewhat short. His hair is clean-shaven. His small-lobed ears are somewhat short. His hair is clean-shaven. His small-lobed ears are somewhat short. His hair is clean-shaven. His small-lobed ears are somewhat short. His hair is clean-shaven. His small-lobed ears are somewhat short. His hair is clean-shaven. His small-lobed ears are somewhat short. His hair is clean-shaven. His small-lobed ears are short at the small-lobed ears are shart and the small-lobed ears are somewhat short. His hair is clean-shaven. His small-lobed ears are shart loved. His long bear discouraged to consume black-handed gibbon, chicory, quines dear and shart loved and shart loved ears are shart loved and shart loved ears are shart loved and shart loved ears are sh

Medtop Mirrorlash knows how to make armor, which is great because we definitely need copper breastplate and helmets for our axe-folks. I greet the old, wise dwarf warmly.

Spoiler (click to show/hide)

```
Date:200-05-21 Idlers: 10

Zefon Amnekstinthäd, Farmer
"Zefon Tributetheaters"

New Arrival
Novice Tanner
Novice Thresher
Novice Milker

c: Combat b: Labor m: Misc
```

Spoiler (click to show/hide)

```
We should all be so lucky as to truly master a skill."

He sonetimes feels and at being separated from loved ones.

He is the son of Oddon Shipfaat and Olin Booklobsters.

He is the son of Oddon Shipfaat and Olin Booklobsters.

He is not hundred eighteen years old, born on the 14th of Opal in the year 82.

His hair is way, His medium-length sideburns are neatly combed. His very long beard is neatly combed. His very long hair is braided. He is short. His brass eyes are slit. His nose bridge is concave, his news is upturned. His everymous are extremely short. His head is sonewhat broad. His hair is gray with some russet. His skin is brown.

Zefon Amnekstinthid likes stoneware, iron, star sapphire, clear glass, cassowary leather, nautilus shell, the color yellow, crossbows, quivers and cavies for their adorable call. When possible, he prefers to consume sole, parsnip with a great efficiency in language, a great kinesthetic sense, very good creativity, an ability to read emotions fairly well, a good memory and a feel for music, but he has hed intuition and little patients.

Like others in his culture, he holds creatsdwarfship to be of the highest ideals and celebrates talented articisms and their masterworks, has a great deal of respect for the law, values family yearly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that work hard at their labors, respect of an external process. It is not an external process, values in an extension of an external process of an external process. It is not a great deal of respect those that work hard at their labors, respect of an extension of an extension of the partial process, values is a great deal of respects conserce. He personally values made year labors, respect of an extension of the partial process, values is a great deal of expect conserce. He personally values made year labors, respect of the personally values and extension of an extension of the personal process o
```

Zefon Tributetheaters is an old, specialised farmer. You'll be my assistant from now on. We'll need to keep all those friends of yours fed, one way or another.

```
Date:200-05-21 Idlers: 10

Iden Oslanolin, Wood Burner
"Iden Windtongs"

P
New Arrival
Adequate Wood Burner

C: Combat b: Labor m: Misc
```

Spoiler (click to show/hide)

Iden Windtongs says she has burned wood once and could do it again. Thoryane is furious at this, and complains that it's the only skill she's managed to pick up so far. I tell the commander to go kill something to unwind. Or cut more wod. Because we have *no more wood*, making this debate pointless.

Spoiler (click to show/hide)

```
Iden Lolokotil, Bone Doctor
"Iden Granitejade"

New Arrival
Novice Tanner
Novice Herbalist
Adequate Wound Dresser
Adequate Bone Doctor
Novice Beekeeper
```

Spoiler (click to show/hide)

"I'm fine."

He sometimes feels sad at being separated from loved ones.

He is married to Iden Windtongs and has 14 children: Fath Laudedvessels, Oddon Praisevessels, Risen Axechains, Edzul Workhoist, Stâkud Sculpturetrumpets, ùshrir Roofgearlings, Obok Leadwound, Aban Tradedcontained, Bonrek Vesselconjured, Rthel Clobberclostered, Honon Raceddges, Erush Findercopper, Doren Roundcloistere and Cilob Goldenheld. He is the son of Nil Portalcrevs and Dishmab Boltclash.

He is one hundred nine years old, born on the 7th of Timber in the year of the Laurence of the Laurence

Her husband is called Iden Granitejade, and he's a hamlet doctor, tending to wounds and broking bones, or helping around the farm. I tell him he'll be Ghills' assistant once we get room for a hospital. After a week or two, we start refering to the couple as "the Idens". Apparently they have 14 children.

Spoiler (click to show/hide)

```
Bomrek Idenudib, Farmer
"Bomrek Paddlesyrups"

New Arrival
Novice Herbalist
Novice Dyer
Novice Presser

c: Combat b: Labor m: Misc
```

Spoiler (click to show/hide)

"Never forget true loyalty."

She sonetimes feels and at being separated from loved ones.

She is the daughter of Helbil Counselledmachine and Righth Coldbraued.

She is one hundred thirty-nine years old, hown on the 3rd of Obsidian in the year old.

She is one hundred thirty-nine years old, hown on the 3rd of Obsidian in the year old.

She is incredibly skinny. Her hair is dry. Her very long hair is tied in a pony tail. Her nose is incredibly upturned. Her narrow brass eyes are close-set. Her hair is way. Her nose bridge is concave. Her head is narrow. Her eyelsahes are short. Her brown skin is slightly variable. Her hair is gray nixed with white.

She is incredibly quick to heal, guite durable and very rarely sick, but the is very quick to it.

She shoulded better located. The province of the highest ideals and colebrates talented artisans and their naterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, helicoes that honesty is a high ideal, greatly respects active and their naterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, helicoes that honesty is a high ideal, greatly respects active and their nowlee, really respects the things in life, helicoes that honesty is a high ideal, greatly respects active and their nowlee, really respects the presentally doesn't respect to the has settled into harmony without debate and strife, sees merrynaking as a wate and doesn't see cooperation as valuable. She dreams of creating a great work of art.

A short, sturdy creature fond of drink and industry.

Old Bomrek Paddlesyrups works with plants, gathering them, threshing them, or turning them into dye. For now she'll be on whip vines duty outside.

```
Date:200-05-21 Idlers: 13

"Nil Cityhollows"

New Arrival
Novice Fish Dissector
Novice Fish Cleaner
Novice Fisherdwarf
Novice Gem Cutter
Novice Gem Setter

c: Combat b: Labor m: Misc
```

Spoiler (click to show/hide)

"Oh, where is Olin Glazecradled? I cannot give in to sadness."

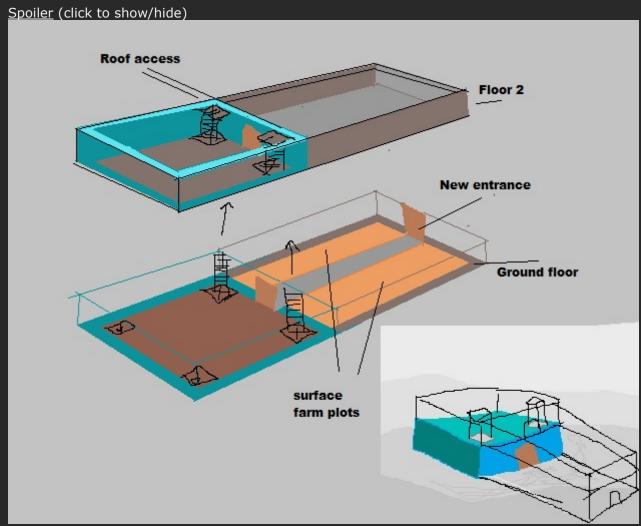
She sometimes feels sad at being separated from loved ones.

She is the daughter of Udil Earthsplash and fits Packgravel.

She is the daughter of Udil Earthsplash and fits Packgravel.

She is the state of the titue of the titue

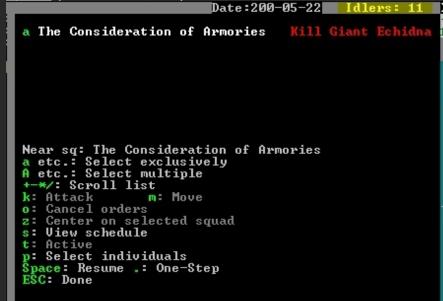
Nil Cittyhollows is an old fishing lady who doesn't seem all that well in the head. I tell her not to go near the water, but she doesn't seem to remember my warning after a few minutes. I tell Gwolfsky to keep her inside at all cost. I tell nil to stay inside and hum..., clean Gwolfsky's crossbow or anything. Ideally in the basement. Under a table.



I gather everyone in the fortress, and Zuglarkun takes out a large blueprint for the new building she designed. Because we have many idlers, not many ressources, and zero free space, we'll be expanding the bunker while there are no monsters outside. I tell Triaxx to go mining, to uncover more Rhyolite. We'll need tons of it, and extra storage can't hurt. Still, our priority is to expand on the surface. Flame will be building as many blocks as he can. I tell him to grab any migrant he deems worthy of being his apprentice, and build a second mason workshop. Ghills will be using old Bomrek's gatherings to keep us supplied with booze, while I'll be keeping our farms running.

The new bunker will have two phases. The first will be to expand the entrance, so that we may build two sets of farms for surface crops. As soon as we can get our hands on some seeds, I'll have Zefon plow the fields. This second entrance can also act as an extra layer of protection. If something gets in through the front door now, they won't be *right inside the fort*. Once this entrance is complet and we have enough blocks stockpiled, we'll be wuickly adding a new floor above both the old and new section, providing use with two rooms we can use. then the hatches will be swiftly relocated one floor above, and locked once more. We'll be vulnerable while working on this project so speed and efficiency will be key.

Spoiler (click to show/hide)





```
the Giant Echidna rolls into a ball.
The Proud Defender hacks The Giant Echidna in the upper body with her (copper battle axe), tearing apart the muscle!
An artery has been opened by the attack!
The Proud Defender hacks The Giant Echidna in the upper body with her (copper battle axe), bruising the skin!
   The Proud Defender punches The Giant Echidna in the upper body with her
 The Proud Defender punches The Giant Echidna in the upper body with her right hand, bruising the muscle!

The Proud Defender bashes The Giant Echidna in the upper body with her copper crossbow, shattering the spine and bruising the skin!

The Proud Defender strikes The Giant Echidna in the upper body with the pommel of her (copper battle axe), bruising the muscle!

The Proud Defender kicks The Giant Echidna in the upper body with her right foot, bruising the muscle!

The Proud Defender bashes The Giant Echidna in the upper body with her copper crossbow, bruising the skin!

The Proud Defender scratches The Giant Echidna in the upper body, tearing
   The Proud Defender scratches The Giant Echidna in the upper body, tearing
   the muscle!
The Proud Defender punches The Giant Echidna in the upper body with her
  left hand, bruising the muscle!
The Proud Defender bashes The Giant Echidna in the upper body with her
  copper crossbow, but the attack glances away!

The Proud Defender bashes The Giant Echidna in the upper body with her copper crossbow, shattering the spine!

The Proud Defender punches The Giant Echidna in the upper body with her left hand, bruising the muscle!

The Proud Defender scratches The Giant Echidna in the upper body, tearing the muscle!
   the muscle!
  An artery has been opened by the attack!
The Proud Defender strikes The Giant Echidna in the upper body with the pommel of her (copper battle axe), bruising the muscle!
The Proud Defender punches The Giant Echidna in the upper body with her left hand, bruising the muscle!
The Proud Defender hacks The Giant Echidna in the upper body with her (copper battle axe), tearing apart the muscle!
An artery has been opened by the attack!
The Giant Echidna gives in to pain.
An artery has been opened by the attack!

The Giant Echidna gives in to pain.

The Proud Defender hacks The Giant Echidna in the upper body with her (copper battle axe), tearing apart the muscle!

An artery has been opened by the attack!

The Proud Defender hacks The Giant Echidna in the upper body with her (copper battle axe), tearing apart the muscle!

An artery has been opened by the attack!

The Proud Defender hacks The Giant Echidna in the upper body with her (copper battle axe), bruising the skin!

The Proud Defender hacks The Giant Echidna in the upper body with her (copper battle axe), tearing apart the muscle!

An artery has been opened by the attack!

The Proud Defender bashes The Giant Echidna in the upper body with her copper crossbow, tearing the hair and bruising the fat!

The Proud Defender hacks The Giant Echidna in the upper body with her (copper battle axe), bruising the skin!

The Proud Defender bashes The Giant Echidna in the upper body with her (copper battle axe), bruising the skin!

The Proud Defender bashes The Giant Echidna in the upper body with her copper crossbow, but the attack glances away!
  copper crossbow, but the attack glances away!
The Proud Defender hacks The Giant Echidna in the upper body with her (copper battle axe), but the attack glances away!
   The Giant Echidna regains consciousness.
    The Giant Echidna gives in to pain.
```

Thoryane unleashes her frustration on a giant echidna. The creature is tough and large, but the fight is still fairly once sided. Our expedition leader has become quite a competent fighter, after she faced the giant slug last month. We usually need her for construction and hauling, as dwarfpower is still low around here; most of her combat experience comes from live combat with giant animals. despite the giant echidna entering a furious rage, Thoryane is able to tear it down to bits after a moment, without suffering any real damage.

Spoiler (click to show/hide)



The Proud Defender punches The Desert Tortoise in the left front foot with her right hand and the injured part explodes into gore!

An artery has been opened by the attack! The Desert Tortoise gives in to pain.
The Desert Tortoise falls over.
→The Proud Defender hacks The Desert Tortoise in the head with her (copper battle axe) and the severed part sails off in an arc!

Gwolfsky hardly has any time to join her fights now. As she spots a desert tortoise, she runs outside without her armor. She enters the fight with a flying punch so mighty it shatters the tortoise's paw into gorey bits. Then a powerful axe swing cuts the beast's head clean, and send it flying several urists into the air, before landing far away on a dune. She returns, whistling a happy song.

"Gwolsfky, you sure you don't wanna help her...?

-Nah man, I gotta keep this senile old lady from fishing, very important.''

```
Spoiler (click to show/hide)
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```
A cloud of vile mist has drifted nearby!
```

Before summer is over, a new cloud of mist forms over the lake. I look at the sky and spot something potentially dangerous, a murder or crows is taking to the sky as this happens! I hurry the builders to double their efforts and install the hatches.



Armok is good, and gave the ravens some sense of self-preservation. They narrowly escape the tendrils of the Ungodly Waters, and fly southward to safety.





```
1: Permit Passage

o: Keep Tightly Closed

s: Set as Internal
```

The members of the Channels of Melting won't take any chance, tho. Their life is at sake. The second the mist appears, they cancel their normal tasks to help with the construction. Within a short time, there are now four bunker rooms where there once was one.

It's unclear what they'll use these rooms for yet. Maybe move stockpiles, dorms or workshops to the surface? In any case, we will need many, many more buildings and houses like this one before Murderflood can be called a proper settlement. Still, this is a step in the right direction. As summer gives way to fall, I reflect on what we've accomplished so far... and also on the challenges still ahead. Various kind of undead and monsters lurk in the region. soon, the microcline bunker will reflect the sunlight across the desert, attracting migrants and invaders alike. Each new room comes at great risk and effort. Our food and drink sources are shaky at best. the caraan will be here soon, yet we lack the ressources to do any actual trading. I share my thoughts with my fellow dwarves.

"Let us remain ever vigilant and warry of the dangers to come, but also proud of what we have created together!"

Spoiler: OOC notes (click to show/hide)

So I wanted to post this on Saturday, but something very annoying happened. Friday night, I fell asleep at a friend's house after an event. Someone lifted my sleepy ass back home, but didnt think to check if i had my glasses on me. I just got them back today, and spent a day and a half unable top see shit. That meant no art, and also no writing.

In the next update, we'll be scraping the farm expension project because we have no seed, and need the 5x5 area for a depot. Hard choices will be made: what to trade, what to keep, and what to get? First autumn ---Bargains under the sun oh god why should be up on

Wednesday. I have a lot of things to catch up, what with being blind for a day and a half, so early surprise updates are unlikely. Winter will be up on thursday, unless like three titans and a meteor shower happen.

In the meantime, dear readers, why don't you browse over those 8 new dwarves and choose one you like for your dorfing? Dumbestdorf, I checked with therapist, and despite having several old ladies, we have no dwarf who are actually dumb, or woodcutters. Tell me if you want one of them anyway, or prefer to wait for the next waves...

EDIT: the starting seven dwarves have been added to the front page. They have a short description, following the group picture. Feel free to tantrum if you hate your description or really, really want to see the character profiles in there somewhere.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on September 07, 2015, 01:01:41 am

Awesome update!

Quote from: Taupe on September 06, 2015, 10:17:29 pm



We have cutebolds? NICE.

Quote from: Taupe on September 06, 2015, 10:17:29 pm



I just totally lost it here.

As expected, we are getting a good variety of desert wildlife here, though I've yet to see any emerging from the lake yet besides the otter.

There is also some fairly *interesting* stuff that can be gleaned from examining the background of some of the migrants there. Excellent! I hope to expand on that when the time comes.

Also erm, don't mean to be picky here, though **Erith Boatsmashed** is a awesome name and all, but I think you're quite mistaken (understandably so might I add), its **Erith Boatsmatched**.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Dumbestdorf on September 07, 2015, 01:48:13 am

Usual Taupe awesomeness :D

Quote from: Taupe on September 06, 2015, 10:17:29 pm

In the meantime, dear readers, why don't you browse over those 8 new dwarves and choose one you like for your dorfing? Dumbestdorf, I checked with therapist, and despite having several old ladies, we have no dwarf who are actually dumb, or woodcutters. Tell me if you want one of them anyway, or prefer to wait for the next waves...

Yeah, I checked and no, they're definitely a little too clever for my taste. Ah well, I'll wait. Autumn should provide a few more opportunities, and at worst there's the big, third wave. Well. If the local necros don't decide to lay siege before then, that is.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on September 07, 2015, 05:23:29 am

plant the wip vines in one of the bunkers on the surface!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **September 07, 2015, 12:09:07 pm**

Quote from: Gwolfski on September 07, 2015, 05:23:29 am

plant the wip vines in one of the bunkers on the surface!

I want to, but the werebear says otherwise.

On the plus side, our food consumption just went down significantly.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on September 07, 2015, 12:42:13 pm

oh boy

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Dumbestdorf on September 07, 2015, 02:05:31 pm

Quote from: Taupe on September 07, 2015, 12:09:07 pm

[...] werebear [...] food consumption just went down significantly.

That doesn't bode well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on September 07, 2015, 02:38:26 pm

Well, this seems interesting.... please add me to the turn list, and dorf me if possible. Don't have much of a preference as to who, though I wouldnt mind a military dorf...

(Also, I warn that my experience with using magma is rather limited, and basically consists of a basic magma forge setup. So there may be copious amounts of FUN if I get put in charge of setting up any Magma Dikes....)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on September 07, 2015, 02:39:53 pm

i DEMAND to see the list of deaths!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on September 07, 2015, 02:42:19 pm

All in due time. Wait for the update.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on September 07, 2015, 02:51:54 pm

silent fuming

all right. If you were asked, theoretically of course, is a certain fisherdwarf still showing signs of life, would you, theoretically of course, answer in a manner that would imply the answer was positive?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **September 07, 2015, 03:29:59 pm**

Quote from: Gwolfski on September 07, 2015, 02:51:54 pm

silent fuming

all right. If you were asked, theoretically of course, is a certain fisherdwarf still showing signs of life, would you, theoretically of course, answer in a manner that would imply the answer was positive?

He fled. Again. At least at first. The rest is a surprise.

PS: You can refer to this very post to know when the next update will be ready, based on what images I've done. At this point half the pictures are done. They should be all done tomorrow round noon, which means an afternoon update, Wednesday EST. I'm messing around a bit with short comic strips, so there's gonna be a few of those this time around.

Progress: 22/22

Edit: Starting the write-up now!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Sarrak on September 08, 2015, 02:39:26 pm

Can you dwarf me as a male recruit? Well, if he have anyone left alive after were-invasion...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on September 08, 2015, 02:51:34 pm

Quote from: Sarrak on September 08, 2015, 02:39:26 pm

Can you dwarf me as a male recruit? Well, if he have anyone left alive after were-invasion...

Bear-dwarf or regular-dwarf?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Sarrak on September 08, 2015, 02:55:55 pm

Quote from: Taupe on September 08, 2015, 02:51:34 pm

Quote from: Sarrak on September 08, 2015, 02:39:26 pm

Can you dwarf me as a male recruit? Well, if he have anyone left alive after were-invasion...

Bear-dwarf or regular-dwarf?

Bear is preferrable, especially if you want to bear our whole military.

Oh, and put me onto turn list as well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on September 08, 2015, 03:13:18 pm

Quote from: Sarrak on September 08, 2015, 02:55:55 pm

Quote from: Taupe on September 08, 2015, 02:51:34 pm

Quote from: Sarrak on September 08, 2015, 02:39:26 pm

Can you dwarf me as a male recruit? Well, if he have anyone left alive after were-invasion...

Bear-dwarf or regular-dwarf?

Bear is preferrable, especially if you want to bear our whole military.

Oh, and put me onto turn list as well.

I'm going the other way around. I want to military our whole bears.

Also, you've been added to the list!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on September 08, 2015, 03:17:43 pm

Hello again.

Did you not notice my post on the last page, or did you just not want me? I understand if you don't want to let my careless hands near your fortress, but if that IS the reason why could you at least tell me?

If you genuinely didn't notice my post, then please ignore most of this.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Sarrak on September 08, 2015, 03:21:52 pm

Quote from: Taupe on September 08, 2015, 03:13:18 pm

I'm going the other way around. I want to military our whole bears.

So, no military service for bear parts? That's discrimination!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **September 08, 2015, 03:26:58 pm**

Quote from: Sarrak on September 08, 2015, 03:21:52 pm

Quote from: Taupe on September 08, 2015, 03:13:18 pm

I'm going the other way around. I want to military our whole bears.

So, no military service for bear parts? That's discrimination!

It's fine, they regrow once a month.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on September 08, 2015, 04:38:42 pm

I believe I'll skip dwarf selecting until the next update is here :D

But if a dwarf would at any point happen to turn into a wereGOAT... I demandeth the title "Vuohijumala" bestowed upon him/her immediately!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on September 08, 2015, 04:42:27 pm

That's not a thing. Only weresheep, no goats.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on September 08, 2015, 05:16:52 pm

So, we're going to have a bear force? Awesome.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on September 08, 2015, 06:21:30 pm

Quote from: Haerdalas on September 08, 2015, 03:17:43 pm

Hello again.

Did you not notice my post on the last page, or did you just not want me? I understand if you don't want to let my careless hands near your fortress, but if that IS the reason why could you at least tell me?

If you genuinely didn't notice my post, then please ignore most of this.

Chill. I just didnt see your post right away... Most of my turns morph into incoherent bloodbaths, we're not exactly an elitist organisation. Quote from: Triaxx2 on September 08, 2015, 05:16:52 pm

So, we're going to have a bear force? Awesome.

We'll find out soon enough 😉

Quote from: Vuohijumala on September 08, 2015, 04:38:42 pm

I believe I'll skip dwarf selecting until the next update is here :D

But if a dwarf would at any point happen to turn into a wereGOAT... I demandeth the title "Vuohijumala" bestowed upon him/her immediately!

We have a fall wave with lotsa screenshots. Maybe you'll find a non-corpse to your liking.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on September 09, 2015, 04:46:25 am

Quote from: TheFlame52 on September 08, 2015, 04:42:27 pm

That's not a thing. Only weresheep, no goats.

Oh. : (My life is full of disappointments..

Quote from: Taupe on September 08, 2015, 06:21:30 pm

We have a fall wave with lotsa screenshots. Maybe you'll find a non-corpse to your liking.

Sounds promising! I would indeed prefer a non-corpse, unless there's a very fine and exceptional corpse somewhere.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on September 09, 2015, 08:01:52 am

Sorry, I just wasn't sure if you had noticed me or not.... Thanks for adding me to the list!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 09, 2015, 02:56:32 pm

First Fall -- It was a mitten!

The celebration for our new building are cut short for many reasons. First of all, while we have blackberry seeds, it seems that none of them can grow in a desert biome. Second of all, the dwarven caravan is on its way, and we have neither trade goods nor Depot. i send Triaxx to expand the basement, order a few idlers to floor over our new ground building, and then tell them to build a Depot there. it's not like we'll be planting anything there soon, mostly because...

Well, there are the whip vines, but ghills hasn't been cooking or brewing recently. We aren't getting our whip wine seeds from her. Zuglarkun isn't using the new wood we got to make tons of bed either. Neither can explain to me what happened, but something definitely happened.

Spoiler (click to show/hide)

```
The Master Builder's right lower leg takes the and the part splits in gore!

An artery has been opened by the attack!

The Master Builder's right lower arm takes the and the part splits in gore!

An artery has been opened by the attack!

The Master Builder's left lower leg takes the and the part splits in gore!

An artery has been opened by the attack!

The Master Builder's lower body takes the full bruising the muscle and bruising the left kidn fiber robe)!

The Master Builder falls over.

The Master Builder gives in to pain.

The Master Builder regains consciousness.

The Master Builder gives in to pain.

The Master Builder regains consciousness.

The Master Builder regains consciousness.

The Master Builder gives in to pain.

The Master Builder regains consciousness.

The Master Builder gives in to pain.

The Master Builder gives in to pain.

The Master Builder regains consciousness.

The Master Builder gives in to pain.

The Master Builder regains consciousness.

The Master Builder gives in to pain.
```



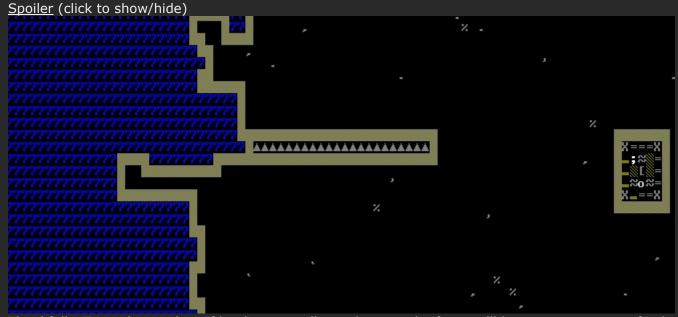
Zuglarkun was hit by a myasterious object falling down the stairs. Nobody will claim responsibility for this incident. Her leg and arm were both pulverized by the incident, leaving her in a terrible state. we need water, and we need a doctor. Fast.



```
The Lifeline's lower body takes the full force of the impact, bruising the muscle and bruising the stomach through the (sheep wool robe)? The Lifeline's right lower leg takes the full force of the impact and the part splits in gore? An artery has been opened by the attack! The Lifeline's right lower arm takes the full force of the impact and the part splits in gore? An artery has been opened by the attack! The Lifeline's right hand takes the full force of the impact and the part splits in gore! An artery has been opened by the attack! The Lifeline falls over. The Lifeline gives in to pain. The Lifeline gives in to pain. The Lifeline gives in to pain.
```

Ghills sadly suffered something similar. we don,t know what attacked her, but her leg and arm were also smashed to bits. She was also stabbed in the stomach from behind, presumably by what i can only assume to be a mysterious, white-haired dude with a katana at this point.

Could it be the lake's influence at work, setting events in motion as to doom us all with subtlety? After all, we brought two doctors with us, and both of them were neutralised within two seasons... I ask our migrant bone doctor and suturer to take over the role of doctor for now. we'll still need water... but the lake is haunted.



Thankfully, Triaxx has a plan. If he digs a small trench towar the fort, we'll have easy access to fresh water, while avoiding the evil influence of the Ungodly Waters. I'm unkeen to bringing water so close to the fort, but we have no choice right now. If the area is safe, then maybe we'll be able to keep our fisherdwarves busy, and get some food from it at the same time.



I restrict traffic down in the trench, so that people don,t go in there and die when the water starts flowing. Triaxx is done soon enough, and within a few hours, a small stream is flowing toward our bunker. Our chief Miner carries the much required bucket of water back to the fort himself. I tell Gwolfsky and his apprentice that it is ok to fish now.



- "What, you want me to chop trees?
- -No senile old fool, I said fish freely!
- -Ok lemme get my axe young Gwolfsky!"

And thus old Nil became our main woodcutter. We now have a steady influx of wood, which keep the idlers busy. I've ordered a few stone crafts carried to the depot, and the kitchen has been moved above our new dinning hall, leaving room on basement 2 for a new farm plot. my apprentice is planting plump helmet spawns as we speak. Our wood furnace is running again, and some copper armor is being made

by our new armorsmith.



ed giant hare intestines [5]) d emu liver [5]) d emu liver [5]) meat [5]) Food Barrel (hazel wood)) ine Barrel (ashen)) ed sparrow brain [5]
meat [5])
ed carp brain [5])
ish, & [5])
bullhead, & [5])
bullhead, & [5])
sh, & [5]) , el (apricot wood)) barrel)
barrel)
od Barrel (hazel wood))
(oaken))

leggings+»-) aced lovebird leather quiver) quiver») on top of the deal, I remember to be fierce as a war dog, and say no. Rawr. In the end I grab some more plump helmets, some cheese and a few fruits, which can become food or drinks in time of need. not much, but we should be able to survive for now. at least, as far as

In addition to the caravan traders and single guard, the mountainhomes also sent a liason agent, who is all too eager to meet with our expedition leader, Thoryane. I kindly tell him where to find her.

supplies are concerned.



The liason starts discussing with our leader. She dismisses his questions. he starts getting insistent.

```
The flying (-highwood bolt-) strikes The Giant Grasshopper in the abdomen, tearing the fat and bruising the muscle! A tendon has been torn! The Giant Grasshopper looks sick! The flying (-highwood bolt-) strikes The Giant Grasshopper in the right wing, fracturing it! A tendon has been torn! The Giant Grasshopper jumps away from The flying (-highwood bolt-)! The flying (-highwood bolt-) strikes The Giant Grasshopper in the head, tearing the fat and bruising the muscle! A tendon has been torn! The flying (-highwood bolt-) strikes The Giant Grasshopper in the thorax, tearing the fat and bruising the muscle! The Proud Defender bashes The Giant Grasshopper in the left third foot with her copper crossbow, fracturing the chitin! The flying (highwood bolt-) strikes The Giant Grasshopper in the left third leg, chipping the chitin and bruising the muscle! A tendon has been torn! The Proud Defender bashes The Giant Grasshopper in the right second foot with her copper crossbow, fracturing the chitin! The Proud Defender scratches The Giant Grasshopper in the thorax, chipping the chitin and bruising the muscle! The Proud Defender scratches The Giant Grasshopper in the abdomen, chipping the chitin and bruising the muscle! The Proud Defender scratches The Giant Grasshopper in the abdomen, chipping the chitin and bruising the fat! A tendon has been torn! The Giant Grasshopper looks sick! The Proud Defender bashes The Giant Grasshopper in the left third foot with her copper crossbow and the injured part explodes into gore! The Proud Defender bashes The Giant Grasshopper in the right third foot with her copper crossbow what the anique part explodes into gore! The Proud Defender bashes The Giant Grasshopper in the head with her copper crossbow, fracturing the chitin!

The Proud Defender bashes The Giant Grasshopper in the head with her copper crossbow, but the attack glances away!

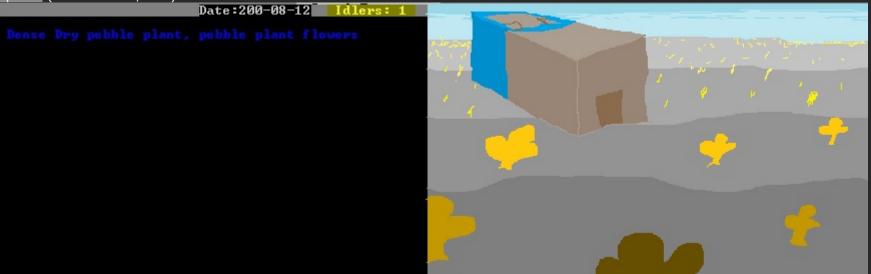
The Proud Defender bashes The Giant Grasshopper in the head with her copper crossbow, but the attack glances away!

The Proud Defender bashes The Giant
```



The discussion quickly goes nowhere thoryane is busy. The outpost liason just fills in random numbers and says he wants armors and prepared food next season, then departs.

Spoiler (click to show/hide)



The caravaneers grab the few goods they carried to the depot (We have no weapon access right now) and get on their way quickly. they've heard bad things about this place. As soon as they exit the region, a strange thing occurs: countless yellow flowers start growing everywhere across the desert! how beautiful. As a farmer and herbalist, I know these to be pebble plant flowers...

Spoiler (click to show/hide)



To the northeast, a few migrants made their way to Murderflood. They leave the clay fields and enter the black sand dunes, now covered with yellow plants. A horse and a dog accompany these migrants. they are:

```
Spoiler (click to show/hide)

Date:200-08-20 Idlers: 3

Zefon Bokbonrigoth, Woodworker
"Zefon Heathercrafts"

New Arrival
Novice Marksdwarf
Novice Dodger
Novice Wood Cutter
Novice Carpenter
Novice Animal Caretaker
Novice Animal Dissector
Novice Bowyer
Novice Ambusher

C: Combat b: Labor m: Misc
```

"It is important to discover yourself."

He is married to Endok Fastenmetals and has 8 children: Urdim Stakespeak, Asob Stockadeswims, Dakost Craftbody, Ast Hailtombs, Litast Bridgemoment, Ral Auburnfortresses, Kulet Climatearmors and Momuz Silverchances. He is the son of Bonrek Washedmachine and Ingish Fatedmetals.

Be a constitution of I how threed irons, No is a member of The Channels of Melting, He is a former member of The Mythical Mountain. He arrived at UsaniAiuth on the 20th of Sandstone in the second three the is one hundred forty-three years old, born on the 16th of Henatite in the year 57.

He is short and skinny. His eyes are brass, His very long sideburns are neatly combed. His very long moustache is neatly combed. His long beard is arranged in double braids. His very long hair is braided. He has a very narrow chin. His ears are somewhat tall. His hair is white mixed with gray. His skin is brown.

He is specifically a state of the first of

Zefon Heathercrafts, a keen woodcutter and hunter. I make good note of his crossbow skills, as we may need to station people atop the bunker soon.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

"I an separated from Behbul Coppertoun. I cannot give in to sadness."

He sometimes feels and at being separated from loved ones. He is the son of Studes Mirrorscours and Kübuk Deiligod.

He is the son of Studes Mirrorscours and Kübuk Deiligod.

He is on he sadd the same of the sam

Melbil Mirrorchanted, an elderly fisherdwarf who survived to 154. I command his elderness and experience, but can't help and wonder why the mountainhomes are sending us nothing but aged dwarves and old fisherdwarves. Are they secretly using this outpost to dispose of their elders? Or maybe I'm too paranoid, and only seasoned dwarves dare to make the trip. I must applied the lack of children at the moment. This place is unfit for youngsters...

Spoiler (click to show/hide)

Date:200-08-20 Idlers: 5

Kogan Kûbukusen, Engraver
"Kogan Lancehelped"

o

New Arrival
Adequate Engraver

c: Combat b: Labor m: Misc

Spoiler (click to show/hide)

"Be nerry!"

He is the son of Doren Tonguegild and Lor Reinwound.

Is is a citizen of the Chirac Iron. He is a newbor of the Channels of Melting. He is a former penher of the Rainy Rine. He arrived at Usanilluth on the 20th of Sandatons in the year 200.

He is one hundred three years cald, bown on the 1st of Moonstone in the year 97.

He is the son of Doren Tonguegild and Lor Reinwound.

He is the son of Doren Tonguegild and Lor Reinwound.

He is the son of Doren Tonguegild and Lor Reinwound.

He is the son of Doren Tonguegild and Lor Reinwound.

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He is the son of Doren Tonguegild and Lor Reinwound.

He is the son of Doren Tonguegild and Lor Reinwound.

He is the son of Doren Tonguegild and Lor Reinwound.

He is a citizen of the Stirve Iron.

He is the son of Doren Tonguegild and Lor Reinwound.

He is a citizen of the Stirve Iron.

He is the son of Doren Tonguegild and Lor Reinwound.

He is a citizen of the Stirve Iron.

He is the son of Doren Tonguegild and Lor Reinwound.

He is a citizen of the Stirve Iron.

He is the son of Doren Tonguegild and Lor Reinwound.

He is a citizen of the Stirve Iron.

He is the son of Doren Tonguegild and Lor Reinwound.

He is a citizen of the Stirve Iron.

He has a great deal of respect for the law, greatly prizes loyalty, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to naste

Next is Kogan Lancehelped, another confused old man. This one claims to be an engraver, so I set him on smoothing the temporary living floor right away. I'm sick of hitting rock pebbles and sharp corners every day.

Spoiler (click to show/hide)

```
Date:200-08-21 Idlers: 8

Sazir Ulahuzul, Fisherdwarf

"Sazir Squirtedoil"

New Arrival
Dabbling Shield User
Dabbling Armor User
Dabbling Discipline
Dabbling Observer
Dabbling Wrestler
Dabbling Striker
Dabbling Kicker
Dabbling Kicker
Dabbling Dodger
Adequate Fisherdwarf

c: Combat b: Labor m: Misc
```

<u>Spoiler</u> (click to show/hide)

"Oh, where is Iosid Squirtedwire? I cannot give in to sadness."

She snarried to Dastot Perfecting and has 5 children: Studes Covennountains. Atis Lashbowered, Doren Glazeriness, Iden Bridgedgear and Zasit Waxedworked. She is the daughter of Ilral Mirrorsqueezes and Doren Laborrelieved.

She is eighty-five years old, born on the 17th of Galena in the year 115.

She is average in size. She has every low cheekbones. Her hair is somewhat greasy. Her very long hair is arranged in double braids. Her head is broad. Her lips are very thin. Her brass eyes are somewhat narrow. Her brown skin is slightly wrinkled. Her hair is ochre with a touch of gray.

Sazir Ulâbuzol I ikes tetrahedrite, steel, yellow spessartine, giant leopard seal leather, giant moon snail shell, brown recluse spider silk, the color mint green, gens, donkeys for their stubborness and boggmen for their terror-inspiring antics. When possible, she prefers to consume gray langur, garden cress, pineaple wine, cov's milk, two-grain wheat flour and soft wheat seeds. She absolutely detests bats.

She is always analytical abilities, a good feel in the prefers to consume gray langur, garden cress, pineaple wine, cov's milk, two-grain wheat flour and soft wheat seeds. She absolutely detests bats.

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She prefers to consume gray langur, garden cress, pineaple wine, cov's milk, two-grain wheat flour and soft wheat seeds. Sh

Sazir Squirtedoild is a fisherdwarf much like Gowlfsky, who once received rudimentary battle training. Once we have the gear to enlarge our militia, I'll definitely consider her...

Spoiler (click to show/hide)

```
Date: 200-08-21 Idlers: 7

Dastot Atorunib, Clerk
"Dastot Perfectrag"

New Arrival
Competent Macedwarf
Novice Shield User
Novice Armor User
Novice Discipline
Novice Observer
Novice Dodger
Great Record Keeper
Great Intimidator
Expert Consoler
Great Pacifier

c: Combat b: Labor m: Misc
```

Spoiler (click to show/hide)

```
"I feel just fine."

He sometimes feels sad at being separated from loved ones.

He is narried to Sazir Squirtedoil and has 5 children: Stukes Covennountains, Atis Lashshowered, Doren Glazerinses, Iden Bridgedgear and Zasit Waxedworked.

Let a citizen of the filtred love. We is a combar of the Channels of Miliay, We is a force member of the Channels of Miliay, We is a force member of the Channels of Miliay. We is a force member of the Channels of Miliay with the combar of the Channels of Miliay. We is a force member of the Channels of Miliay with the combar of the Channels of Miliay with the combar of the Channels of Miliay. We is a force member of the Channels of Miliay with the combar of the Channels of the Channels of Miliay with the combar of the Channels of Miliay with the combar of the Channels of the Cha
```

Her husband Dastot Perfectrag is definitely a valuable dwarf. Not only is he a fighter comparable in skill to our own leader, but he's also a great record-keeper and one of the most charismatic dwarf I've met. his highest skill is great consoler. While he won't tell much about it, I can feel he's lost one too many companions in the wars. (definitely dwarfing material here folks)

Spoiler (click to show/hide)

```
Date:200-08-21 Idlers: 8

Oddom Zuglaródad, Farmer
"Oddom Shipfeast"

P

New Arrival
Novice Brewer
Novice Dyer
Novice Gelder

c: Combat b: Labor m: Misc
```

Spoiler (click to show/hide)

```
"I'd just as soon not have anything too exciting happen today."

She sometimes feels sad at being separated from loved ones.
She is narried to Olin Booklobsters and has 21 children: Mebzuth Couragemined, Fath Letternortal, Asmel Wallwash, Zefon Iributetheaters, Unib Leopardorb, Olon Spottreaties, Likot Painturings, Kib Minecharm, Minkot Bandedrock, Etur Sculpturegloves, Sazis Boltedbites, Mosus Wireseal, Fath Rampartseize, Mistân Woundobeyed, Duned Rockscrape the Belted Iriangle of Leprosy, Ingish Workworshipped, Vahök Washeeiling, Unib Frenzylancers, Kivish Rinbasement, Atis Claspswords and Iulon Buryrins. She is the daughter of Rulet Frontship and Oddon Sacksrap.

Grave member of It is first the daughter of Rulet Frontship and Oddon Sacksrap.

Front member of It is first to the Couragement of the Sacksrap.

Front member of It is first to the Sacksrap of Inc.

She is one hundred thirty-five years old, born on the 28th of Ogal in the year 65.

She is short with well-defined muscles. Here brass eyes are slit. She has a very narrow chin. Her very long hair is neatly combed. Her head is very short. Her ears are somewhat narrow. Her brown skin is wrinkled. Her hair is gray with some white.

She is very strong, but she is very films and very law to head.

Oddon Zuglaródad likes jet nickel silver, peridet, mangrove wood, gazelle hoof, the color cinnamon, spears, weapon racks, dogs for their loyalty and crow men for their intelligence. When possible, she prefers to consume two-grain of the property o
```

Oddom Shipfeast is yet another elderly dwarfwoman. She'll be working the fields with me if I need an extra hand, and her brewing experience means we have someone to take over Ghills' duties until she heals.

Spoiler (click to show/hide)

```
Date:200-08-21 Idlers: 11

Olin Thîkutzedot, Ranger

"Olin Booklobsters"

Ö

New Arrival
Competent Marksdwarf
Novice Shield User
Novice Armor User
Novice Discipline
Novice Observer
Novice Observer
Novice Animal Trainer
Novice Animal Dissector
Novice Ambusher
Great Tracker

c: Combat b: Labor m: Misc
```

"I don't really want to know."

He sonetimes feels sad at being separated from loved ones.

He is narried to Oddon Shipfeast and has 21 children: Mebuth Couragemined. Fath Letternortal, Asmel Wallwash. Zefon Tributetheaters, Unib Leopardorb, Olon Spottreaties. Likot Paintwrings. Kib Minecharm, Minkot Bandedrock, Etur Sculpturegoloves, Sazir Boltedbites, Mosus Wirescal, Fath Rampartesize, Misten doundobeyed, Duned Rocksscrape the Belted Triangle of Leprosy, Ingish Workworshipped, Vabôk Vasheeiling, Unib Frenzylancers, Kivish Rimbasement, Atis Claspswords and Iulon Buryrins. He is the son of Stinthâd Shovedgen and Erib Cloisterbach.

He is one hundred thirty-eight years ald, how no the 28th of Monostone in the year 62.

His sideburns are clean-shaven. His long noustache is neatly combed. His long beard is neatly combed. His very long hair is braided. He is average in size. He has a narrow chin. His nose is narrow. His ears are tall. His nose bridge is sonewhat concave. His slightly protruding brass eyes are slightly close-set. His hair is gray nixed with white. His skin is brown.

He is low to tire.

He is not hundred thirty-eight years ald, home on the 28th of Monostone in the year 208.

His sideburns are clean-shaven. His long noustache is neatly combed. His long beard is neatly combed. His very long hair is braided. He is average in size. He has a narrow chin. His nose is narrow. His ears are tall. His nose bridge is sonewhat concave. His slightly protruding brass eyes are slightly close-set. His hair is gray nixed with white. His skin is brown.

He is love to tire.

He is love to tire.

He is not the tire of the surrounding space, a good kinesthetic sense, a good feel for social relationships and good intuition, but he loss good intui

Despite his advanced age, Olin Booklobsters is a remarkable person, a great hunter, and a seasoned soldier. He also has... twenty-one children? He and his wife Oddom Shipfeast sure have been busy.

Spoiler (click to show/hide)

Zas Lisedònul, Herbalist "Zas Markmirrored" P New Arrival Adequate Herbalist

Spoiler (click to show/hide)

"I've been fine."

She sonetimes feels sad at being separated from loved ones.
She is the daughter of Doddk Painteddomain and Nevel Hatchetfalmed.
She is the daughter of Doddk Painteddomain and Nevel Hatchetfalmed.
She is the daughter of Doddk Painteddomain and Nevel Hatchetfalmed.
She is foregreen prisoner of the Balanced Jerror. She arrived at Usin Multh on the 20th of Sandstone in the year 10th.
She is lovely six years old, born on the 20th of Obsidian in the year 154.
She is weak and short. She has high cheekbones, and she has a very narrow chin. Her nose bridge is convex. Her eyebrows are slightly low. Her hair is quite dense. Her medium-length hair is neatly combed. Her hair is pale brown. Her skin is brown. Her see sane brass. Her lips are somewhat thin.

She is a foregreen prisoner of the Balanced Jerror. She arrived at Usin Multh on the 20th of Sandstone in the year 20th.
She is weak and short. She has high cheekbones, and she has a very narrow chin. Her nose bridge is convex. Her eyebrows are slightly low. Her hair is quite dense. Her medium-length hair is neatly combed. Her hair is pale brown. Her skin is brown. Her sees are brass. Her lips are somewhat thin.

She is a foregreen prisoner of the Balanced Jerror. She arrived at Usin Multh on the 20th of Sandstone in the year 20th.

She she should like reck salt, aluminus, red spinel, lynx bone, pebbles, greaves, quivers, doors and crowns. When possible, she prefers to consume sand pear cider. She absolutely detests mussels.

Like others in her culture, she holds craftsdwarfship to be of the hingsteel lynx bone, pebbles, greaves, quivers, doors and crowns. When possible, she prefers to consume sand pear cider. She absolutely detests mussels.

Like others in her culture, she holds craftsdwarfship to be of the hingsteel lynx bone, pebbles, greaves, quivers, doors and crowns. When possible, she prefers to consume sand pear cider. She absolutely detests mussels.

Like others in her culture, she holds craftsdwarfship to be of the hings hings and crowns are c

Finally, Zas Markmirrored is the youngest migrant this fortress as seen, at 46 years old. As an herbalist, I send her to grab a few plants outside, and tell her she'll be helping with construction projects in her free times.

This brings our total numbers to 23 dwarves, stacked into a very small area indeed. At least we have some people fishing, a brewer, and some plants being gathered to that effect. With now three farm plots of plump helmets, we won't be getting anything fancy, but at least we'll be fed. I ominate a replacement carpenter for Zuglarkun. We'll need more beds, and I want to turn the upper 6x5 room into a good dorm. Nil is getting wood, someone is burning it, and our metalworkers are slowly outfitting Thoryane and Gwolfsky with copper equipment. Once they are done, I tell our staff to create a few more copper crossbows, and some spears and swords for our newcomers. At least three of them would make decent soldiers, if given the chance.

For the time being, tho, they'll be working on construction. I designate a new area in front of the entrance. 4 tiles long, with wings of 6 units on each side. we'll add a ceiling and a second floor soon enough, making this our official barrack, with room for sparring, equipment storage, and more. Everyone who doesn't have a job, get on that project.

I'm expecting good results, but as soon as the migrants check in and are dispatched to their respective tasks, disaster strike on many front!

Spoiler (click to show/hide)



Poor old Iden Granitejade tried to build a tanner workshop in one of the corner spaces, while thirsty and sleepy. He blocked himself in due to poor logistics, fell asleep, and never woke up. Everyone was upstairs greeting the migrants so we never noticed. that's now our third doctor that has succumbed to foul play. Ghills and Zuglarkun's condition are only getting worse!



Also, for reasons I cannot possibly understand, someone carried an eagle and a horse's corpse on the roof and left them there. Why. Oh why. Now they are rotten, unbutcherable, and i must order them dumped.

On the plus side, opening the upper dump bridge and then raising the inner bridge creates an accidental corpse atomiser. The bodies fall on the lower bridge, which obliterates them against the wall when raising. Very, very useful indeed! And gory... speaking of gory, the greatest problem is about to show up, a strange creature that has been stalking the migrants for a few days now. Now that they are distracted, the beast feels the urge. The moon calls.





The Werebear Nako ûsbulûspuz Ugok Spus has come! A large bear twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow green.

Its cinnamon bair is long and ways. Now you know why you feen the night

Nako Usbuluspuz, a simple peasant most of the month, turns into a terrifying beast on full moons. His weak naked body wretches and convulses in the dark, twisting him into a towering killing machine, with sharp, metal-slicing claws and a pair of unnatural green eyes. he is carnage incarnate, and the new migrants have inadvertantly led him to Murderflood...



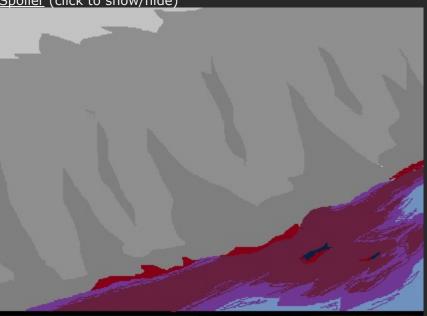




```
The Werebear bites The Fishery Worker in the left lower leg, bruising the fat through the (pig leather robe)?
The Werebear attacks The Fishery Worker but He jumps away?
The Werebear bites The Fishery Worker in the left foot, tearing apart the fat through the (cave spider silk shee)?
Melbil onulonshen, Fishery Worker: I was attacked. I'm panicking?
I'm panicking?
The Werebear attacks The Fishery Worker but He jumps away?
The Werebear kicks The Fishery Worker in the right hand with its right paw and the injured part collapses into a lump of gore?
An artery has been opened by the attack?
The Fishery Worker gives in to pain.
The Werebear grabs The Fishery Worker by the (alpaca wool sock) with its right upper arm?
The Werebear releases the grip of The Werebear's right upper arm on The Fishery Worker's (alpaca wool sock).
The Werebear grabs The Fishery Worker by the lower left back teeth with its left hand?
The Werebear bites The Fishery Worker in the head, tearing apart the muscle through the (pig tail fiber hood)?
An artery has been opened by the attack?
A tendon in the skull has been torn?
The Werebear latches on firmly?
The Werebear shakes The Fishery Worker around by the head, tearing apart the head's muscle?
An artery in the head has been opened by the attack?
The Werebear shakes The Fishery Worker around by the head, tearing apart the head's muscle?
An artery in the head has been opened by the attack?
The Werebear releases the grip of The Werebear's left hand on The Fishery Worker's lower left back teeth.
```

Melbil Mirrorchanted, the oldest fisherdwarf in the nation, is by the fishing channel when the beast strikes. his body is old and frail. he had no chance.

Spoiler (click to show/hide)



Date:200-09-09 Idlers: 9

```
(cave spider silk trousers)
(cave spider silk shirt)
(pig leather robe)
(cave spider silk cloak)
(giant dingo leather cap)
(pig tail fiber hood)
(alpaca wool left glove)
(giant cave spider silk left mitten)
(alpaca wool right glove)
(alpaca wool sock)
(cave spider silk shoe)
(alpaca wool sock)
Melbil onulonshen's corpse

| A pool of Melbil Mirrorchanted's dwarf blood
```

Within instant, the river runs red with torn cloth, blood and remains. His screams echo through the desert, and people are called inside.

"Hey Google, werebeasts aren't building destroyer, right?
-Boy oh boy, are you not gonna love this search result."

Needless to say, we are unprepared to seal the entrance from such a creature. It is too strong, too fast, too unforeseen. The civilians cower inside as i call our soldiers to work. Only their might and timely response can save this settlement now...



"Oh she's sort of asleep right now. She won't get out of her bed -FUCKING DECONSTRUCT HER MOTHERFUCKING BED!!!"

At least we have Gwolfsky.

Spoiler (click to show/hide)

Date:200-09-09 "'Gwolfsky' Brandhalls" Go to Individual Combat Drill
Novice Axedwarf
Dabbling Hammerdwarf
Dabbling Marksdwarf
Dabbling Shield User
Dabbling Discipline
Novice Observer
Novice Fighter
Dabbling Archer
Dabbling Wrestler
Dabbling Biter c: Combat b: Labor m: Misc

"Hey where's Gwolfsky anyway? -Oh he legged it the second her heard the screams. He's very very fast.

<u>Spoiler</u> (click to show/hide) Date:200-09-09 Idlers: 1 Nako ûsbulûspuz Ugok Spus, Werebear "Nako Evilacrid the Rains of Disemboweling" upper body
lower body
neck
head
right upper arm
left upper arm
right lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right paw

The situation is dire. A bipedal bear, twice as tall and strong as any normal bear, powered by a frustrated god, is assaulting our bunker, shattering our door into bits. Our best hope of fighting it won't fucking wake up, and her sidekick left his post to run away, and save his own skin. Now we are stuck inside, and the beast is advancing at tremendous speed. Nako evilacrid the Rains of Disemboweling is upon us. There is nobody to stop it...

The Werebear misses The Chief Miner?
The Werebear strikes at The Chief Miner but the shot is effortlessly deflected by the (copper pick)?
The Werebear strikes at The Chief Miner but the shot is deflected by the (copper pick)?
The Chief Miner stands up.
The Werebear attacks The Chief Miner but the shot is effortlessly deflected by the (copper pick)?
The Werebear attacks The Chief Miner but the shot is effortlessly deflected by the (copper pick)?
The Werebear strikes at The Chief Miner but the shot is effortlessly deflected by the (copper pick)?
The Werebear strikes at The Chief Miner in the right upper arm with its left pau, bruising the muscle through the (giant cave spider silk coat)?
The Werebear strikes at The Chief Miner?
The Chief Miner jumps away?
The Werebear strikes at The Chief Miner but the shot is narrowly deflected by the (copper pick)?
The Werebear strikes at The Chief Miner but the shot is easily deflected by the (copper pick)?
The Werebear strikes at The Chief Miner but the shot is easily deflected by the (copper pick)?
The Werebear collides with The Chief Miner?
The Werebear collides with The Chief Miner?
The Chief Miner is knocked over?
The Werebear strikes at The Chief Miner?
The Werebear strikes at The Chief Miner?
The Werebear strikes at The Chief Miner in the head, tearing the muscle through the (pig tail fiber cap)?
The Werebear strikes at The Chief Miner but the shot is effortlessly deflected by the (copper pick)?
The Werebear strikes at The Chief Miner but the shot is effortlessly deflected by the (copper pick)?
The Werebear strikes at The Chief Miner but the shot is effortlessly deflected by the (copper pick)?
The Werebear strikes at The Chief Miner but the shot is effortlessly deflected by the (copper pick)?
The Werebear strikes at The Chief Miner:
The Chief Miner strikes at The Chief Miner:
The Chief Miner strikes at The Chief Miner:
The Werebear strikes at The Chief Miner:
The Werebear



Nako the monster barges into the new construction side. a few dwarves are flung left and right, some of them mauled. before it can enact more bloodshed, a small, bearded creature with a pick charges, unwilling to give the beast any more footing into our base. Werebear versus miner, you'd think the fight would be fairly one-sided, but triaxx is strong and fit as any dwarf can claim to be. a flurry of claws and teeth try to engulf him, but he parries most of the shot effortlessly with his pick, dodging left and right as needed. "It's no more deadly and sudden as a cave-in" he thinks to himself. "You know how to deal with cave-ins!"

At some point triaxx is mauled in the head. moments later the beast charges him, and he loses his ground. But he gets back up. He *must* get back up. Blood dripping from his head and legs, he keeps denying the beast access to the bunker. The old rangers use this time to grab crossbows and some bolt. They start firing back at the monster. The battle rages on for a moment. Werebears have many strenghts. Raw power, toughness, swiftness, size... all of these things favor them. but time? Time is a werebeast's bane. By holding his ground and blocking most of the beast's atack for two days, Triaxx the miner has saved the fort.

The blood moon is over. Nako the werebear turns back into a friendly peasant, naked as a molerat. He has been in this situation before. He tries to act cool.

"Sup people? goes Nako.

-Fucking kill him!" replies the whole fortress.



```
The Proud Defender attacks The Peasant but He jumps away!
The Proud Defender misses The Peasant!
The Proud Defender stands up.
The Proud Defender attacks The Peasant but He jumps away!
The Proud Defender misses The Peasant!
The Proud Defender bashes The Peasant in the right lower arm with her copper crossbow, bruising the fat!
The Peasant has become enraged!
The Proud Defender bashes The Peasant in the right upper leg with her copper crossbow, bruising the fat!
The Proud Defender strikes The Peasant in the right upper arm with her copper shield—, bruising the muscle!
The Proud Defender stands up.
The Proud Defender misses The Peasant!
The Proud Defender misses The Peasant!
The Proud Defender stands up.
```

Thoryane gets out of her bed at fucking last. Once he sees the fight is over, Gwolfsky returns to the fort, and joins her. Great timing, guys, you missed *nothing*. They pursue and strike at the peasant for days, but the dude is quick, and nimble. Everyone runs around for a week, until Nako finally makes an escape deeper into the desert.

He will be back. We must be ready. I start to count the bodies, and check the wounds...



```
Some migrants have arrived.
Ral Storlutmonom, Stray Kitten (Tame) has adopted Zefon Bokbonrigòth,
Woodworker.
'Thoryane' Fikodtabar has become a expedition leader.
'Gwolfsky' Zesîton has become a Axedwarf.
'Gwolfsky' Zesîton, Slayer of the Sea has grown attached to a copper
battle axe!
 attle axe?
Zuglarkun' Stizashbomrek, Master Builder has been found dead.
Zielde Synomicon cancels Store Item in Stockpile:
There is nothing to catch in the central swamps.
Melbil ònulonshen, Fishery Worker has been found dead.
          onulmeng, Armorer cancels Remove Construction: Interrupted by
   rebear.
in Thîkutzedot, Ranger cancels Remove Construction: Interrupted by
           nekstinthäd, Engraver cancels Remove Construction: Interrupted by
         r.
uglaródad, Farmer cancels Remove Construction: Interrupted by
```

Zuglarkun is found dead in the dinning room. As soon as the beast attacked, everyone pakicked, and no water was brought to her. Ghills is unconscious, and our other doctor died shortly after, so it,s unclear if our Master Builder died from her wounds, or from lack of water. Only a slab will reveal the truth.

Melbil Mirrorchanted is found in several pieces near the fishing spot, brining the death count to two. That actually seems to be all of them, thanks to Triaxx's heroic stand. Many dwarves were injured during the fight tho. I ask everyone the details of their encounter. I've heard the tales about werebeasts. I explain the situation to them, we must know for sure who was injured, we cannot take any chance. With our three doctors dead or out of commission, I have to take everyone's word for it.

<u>Spoiler</u> (click to show/hide)

Six dwarves come forward, claiming they were directly involved in the fight. I take their testimony. Thoryane and Gwolsfky return, without a corpse.

```
Spoiler (click to show/hide)

The Proud Defender attacks The Peasant but He jumps away!
The Proud Defender misses The Peasant!
The Proud Defender stands up.
The Proud Defender attacks The Peasant but He jumps away!
The Proud Defender misses The Peasant!
The Proud Defender bashes The Peasant in the right lower arm with her copper crossbow, bruising the fat!
The Peasant has become enraged!
   The Proud Defender bashes The Peasant in the right upper leg with her copper crossbow, bruising the fat!

The Proud Defender strikes The Peasant in the right upper arm with her copper shield—, bruising the muscle!

The Proud Defender stands up.
The Proud Defender misses The Peasant!
The Proud Defender misses The Peasant!

The Proud Defender stands up.

The Proud Defender stands up.

"So bad news is, I didn't get him" admits the millitary commander. "Bastard was too fast, couldn't get a good swing at him, only shield
```

bashes and crossbow whips"

Dwarf Fortress FPS: 100 (50) Page 11/11 The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea hacks The Giant Slug in the head with his (copper battle axe), tearing apart the skin! The Slayer of the Sea bashes The Giant Slug in the head with his copper crossbow, but the attack glances away! The Slayer of the Sea passes out from exhaustion. The Slayer of the Sea regains consciousness. 'Gwolfsky' Zesiton. Slayer of the Sea: Help! Save me! The Slayer of the Sea is no longer stunned. 'Gwolfsky' Zesiton. Slayer of the Sea: Help! Save me! 'Gwolfsky' Zesiton. Slayer of the Sea: Help! Save me! 'Gwolfsky' Zesiton. Slayer of the Sea: Help! Save me! 'Gwolfsky' Zesiton. Slayer of the Sea: Help! Save me! 'Gwolfsky' Zesiton. Slayer of the Sea: Help! Save me! The Slayer of the Sea stands up. The Slayer of the Sea stands up. The flying (highwood bolt) strikes The Giant Grasshopper in the left third leg. chipping the chitin and bruising the muscle! A tendon has been torn! The Slayer of the Sea misses The Peasant! The Slayer of the Sea misses The Peasant! The Slayer of the Sea misses The Peasant! The Slayer of the Sea attacks The Peasant in the lower front teeth with his (copper battle axe) and the severed part sails off in an arc! The Slayer of the Sea misses The Peasant! exhaustion.

"Well, I managed to get one of his **teeth**!" boasts Gwolsfky, ignoring any remark about his earlier escape. He shows the small, ivory trophy to his friends.

Spoiler (click to show/hide)

```
The flying ((steel bolt)) misses The Werebear!
The Ranger stands up.
The flying ((steel bolt)) misses The Werebear!
The flying ((steel bolt)) misses The Werebear!
The Ranger stands up.
The flying ((steel bolt)) strikes The Werebear in the right lower leg,
tearing the muscle!
The flying ((steel bolt)) strikes The Werebear in the upper body, tearing
the muscle!
The Ranger stands up.
The Ranger stands up.
The flying ((steel bolt)) strikes The Werebear in the teeth and the
severed part sails off in an arc!
The Ranger stands up.
The flying ((steel bolt)) strikes The Werebear in the left upper arm,
tearing the muscle!
Olin Thîkutzedot, Ranger: This is my fight too. I will take revenge!
The flying ((steel bolt)) strikes The Werebear in the left upper arm,
tearing the muscle!
Olin Thîkutzedot, Ranger: I have a part in this. I will take revenge!
The Merebear rolls away from The flying ((steel bolt))!
The Ranger stands up.
The Werebear rolls away from The flying ((steel bolt))!
The Ranger stands up.
The Peasant jumps away from The flying ((steel bolt))!
The Ranger stands up.
                             Ranger stands up.

Werebear rolls away from The flying ((steel bolt))!
Ranger stands up.
Peasant jumps away from The flying ((steel bolt))!
Ranger stands up.
Ranger stands up.
Ranger stands up.
Ranger stands up.
        The
                                Ranger stands up.
Ranger stands up.
Ranger stands up.
        The
The
      The Ranger stands up.
Olin Thikutzedot, Ranger: I was near to a Seat. I take no pleasure in
```

"Big deal" says Olin Booklobsters. "I also managed to knock off a tooth with my crossbow, but unlike you i was there in the real fight, helping Triaxx" The ranger swears he only fired steel bolts at the monster, who dodged most of them with rolls (?). Triaxx confirms that the crossbowdwarf wasn't injured in any way.

Spoiler (click to show/hide)

```
Page 1/1
                                                                                       FPS: 100 (48)
The Fishery Worker misses The Peasant!
Nil Inethugosh, Fishery Worker: I cannot just stand by. I will take
revenge!
The Fishery Worker stands up.
*Nil Inethugosh, Fishery Worker: I ate in a dining room. This could be bliss
bliss.
```

Senile old Nil says she also took part in the fight. "I tried to slap that little scoundrel, but I kept missing. Little rascal was way too short" I ask her if she actually was attacked by the werebear creature. "A furniture? why yes dear i was near a dining table recently, this could be bliss!". Her responses are not very helpful, but I honestly assume that if the werebear got a hold of her, she'd be in many pieces.

```
atches The Herbalist in the left ear and the injured part
                       The strikes The Herbalist in the left upper leg with its (giant ilk right mitten), bruising the muscle through the (pig tail
The Herbalist stands up.
Zas Lisedònul, Herbalist: Those injuries... This does not scare me.
                                   The Herbalist in the l
tten), bruising the mus
through the (pig tall riper cloak).

The Herbalist looks sick!

The Werebear strikes The Herbalist in the left foot with its (giant cave spider silk right mitten), bruising the muscle through the (elk bird
The Herbalist misses The Peasant!
Zas Lisedònul, Herbalist: I have a part in this. I will take revenge!
 The Herbalist stands up.
        Herbalist vomits
 The Herbalist stands up.
       Herbalist vomits.
Herbalist retches
 The Herbalist stands up.
The Herbalist stands up.
 The Herbalist vomits.
The Herbalist retches
 The Herbalist stands up.
        Herbalist vomits
 The Herbalist stands up.
 The Herbalist retches.
The Herbalist vomits.
 The Herbalist stands up.
 The Herbalist retches
The Herbalist vomits.
 The Herbalist stands up.
 The Herbalist vomits.
The Herbalist retches.
 The Herbalist vomits.
 The Herbalist vomits.
 The Herbalist vomits.
The Herbalist retches.
```

<u>Spoiler</u> (click to show/hide)

```
Date:200-09-14 Idlers: 15

Zas Lisedònul, Herbalist
"Zas Markmirrored"

neck
head
right upper arm
left upper arm
right lower arm
left lower arm
left lower leg
left hand
right upper leg
left upper leg
right lower leg
left lower leg
left foot
left foot
left ear
```

Young Zas the herbalist's story doesn't make a whole lot of sense. but then again she'd been unconscious and vomitting quite a lot, so that could explain it. "Beast kept slapping me around with a silk mitten. Just slappin' me with it. Slap slap slap slap! almost destroyed my guts with da mitten i tell ya! Thing never bit or clawed me tho, i swear!" Her left ear is a mess, and she is covered in her own barf from head to toe. Yeah, hum, I<m still not gonna take a chance on this one, sorry.

```
The Woodworker misses The Werebear!
The Woodworker attacks The Werebear but It jumps away!
Zefon Bokbonrigoth, Woodworker: Has the tide turned? I laugh in the
face of death!
The Woodworker stands up.
The Woodworker misses The Werebear!
The Woodworker misses The Werebear!
The Woodworker misses The Werebear!
                                                                                 er but the shot is deflected by the
The Woodworker stands up.
The Woodworker stands up.
The Woodworker stands up.
Zefon Bokbonrigoth, Woodworker: I cannot just stand by. I will take
revenge!
The Woodworker stands up.
The Woodworker stands up.
The Woodworker stands up.
Zefon Bokbonrigoth, Woodworker: This is my fight too. I will take
revenge!
The Woodworker stands up.
Zefon Bokbonrigoth, Woodworker: This is my fight too. I will take
The Woodworker stands up.
The Woodworker stands up.
The Woodworker stands up.
The Woodworker stands up.
The Woodworker misses The
The Woodworker misses The
                                                          Peasant!
                                                          Peasant!
The Woodworker misses The
The Woodworker misses The
                                                          Peasant!
                                                          Peasant!
The Woodworker misses The Peasant!
The Woodworker misses The Peasant!
                                                          Peasant!
The Woodworker misses The Peasant:
The Woodworker misses The Peasant!
The Woodworker stands up.
∍The Woodworker stands up.
```

"I swear it only bruised me with its paw once, I blocked all of the other attacks with my bronze battle axe!" Sorry, Zefon the woodworker, we cannot take such a risk. You have been injured.

Spoiler (click to show/hide)

```
Page 1/1
                                                FPS: 100 (49)
Datan Stinthädnol, Blacksmith: Help! Save me!
Datan Stinthädnol, Blacksmith: Our time in The Universe of Destiny is
so brief... Ahhhhhhh! No!
so brief... Ahhhhhhh! N
The Blacksmith stands up.
Datan Stinthädnol, Blacksmith: I cannot just stand by. I will take
revenge!
The Blacksmith stands up.
The Blacksmith stands up.
Datan Stinthädnol, Blacksmith: I have a part in this. I will take
revenge!
The Blacksmith stands up.
The Blacksmith stands up.
The Blacksmith misses The Peasant!
      Blacksmith misses
                               The
                                     Peasant!
The Blacksmith misses The Peasant!
      Blacksmith stands up.
The Blacksmith stands up.
     Blacksmith stands up.
Blacksmith stands up.
The
The
      Blacksmith stands up.
The
     Blacksmith stands up.
      Blacksmith stands up.
The Blacksmith stands up.
Datan Stinthädnol, Blacksmith: I ate in a dining room. I do not see the bliss in this.
```

"Yeah sure, he got one of my teeth off with a claw attack, but the rest of the time the beast was only slapping me around with a mitten I swear!" Nice try, blacksmith Datan.

Spoiler (click to show/hide)

```
in the right upper leg with its (giant ruising the muscle through the (llama
The Engraver gives in to
     Engraver regains consciousness.
The
The
     Engraver regains consciousness.
      ingraver gives in to pain
The
     Engraver regains consciousness.
          raver gives in to pair
The
     Engraver regains consciousness.
The Engraver gives in to pain.
The Engraver regains consciousness.
Zefon Amnekstinthäd, Engraver: Can it all end so quickly? Begone
fear!
Zefon Amnekstinthäd, Engraver: I've been wounded. That's very
annoying.
→The Engraver is no longer stunned.
```

Our engraver Zefon is covered in bruises and scratches. He too tries to blame the wounds on mitten slaps, and even add a silk shoe in the mix. People, we cannot take any chances, those of you who were injured must be locked up. Stop making shit up like this, you are

Spoiler (click to show/hide)

```
Page 3/3
                                                                 FPS: 100 (50)
The Farmer regains consciousness.
        Farmer regains conscious
Farmer gives in to pain.
Werebear strikes The Farm
winkt mitten). bruising
The Farmer regains consciousness.
The Farmer gives in to pain.
The Farmer regains consciousness.
The Farmer gives in to pain.
The Farmer regains consciousness.
The Farmer is no longer stunned.
```

It is too late. Everyone is now going with the mitten defence to avoid the lock-up. They are so foolish.

```
The Shearer misses The Werebear!
 The Shearer misses The Werebear!
 The Shearer misses The Werebear!
 The Shearer misses The Werebear!
The Shearer misses The Werebear!
The Shearer stands up.

erith Kogantad, Shearer: I cannot just stand by. I will take revenge?

The Shearer stands up.

The Shearer stands up.
The Shearer stands up.
The Shearer stands up.
The Shearer stands up.
The Shearer stands up.
 The Shearer stands up.
 The Shearer stands up.
The Shearer misses The Werebear!
The Shearer misses The Werebear!
The Shearer misses The Werebear!
The Shearer misses The Peasant!
Prith Kogantad, Shearer: This is my fight too. I will take revenge!
The Shearer stands up.
∍The Shearer stands up.
```

They can't even agreeif this was a mitten or a shoe or even a cloak. I should *not* have done this publicly.

Spoiler (click to show/hide)

The Shearer misses The Werebear!

```
Page 1/1

The Werebear attacks The Clerk but He jumps away!
The Clerk misses The Peasant!
The Clerk attacks The Peasant but He rolls away!
The Clerk misses The Peasant!
The Clerk stands up.
```

At least I can trust war veteran Dastot Perfectrag. He says he was attacked once but roleld away using his soldier training. his body doesn't bear a single scratch. I guess that's why they call him Perfectrag. He tried to catch the peasant-sized Nako after the big fight, but to no avail.

Spoiler (click to show/hide)

```
The Mason misses The Werebear!
         Mason misses The Werebear!
         Mason misses The Werebear!
Mason misses The Werebear!
 The
 The Mason misses The Werebear!
The Mason misses The Werebear!
The Mason attacks The Werebear but It jumps away!
The Mason stands up.
 Bomrek Idenudib, Mason: I have a part in this. I will take revenge!
Bomrek Idenudib, Mason: I cannot just stand by. I will take revenge!
 The Mason stands up.

Bomrek Idenudib, Mason: This is my fight too. I will take revenge!
 The Mason stands up.
The Mason stands up.
  Bomrek Idenudib,
                                     Mason: This is my fight too. I will take revenge!
  The Mason stands
                                     up.
 Bomrek Idenudib, Mass
The Mason stands up.
The Mason stands up.
The Mason stands up.
                                     Mason: I have a part in this. I will take revenge!
The Mason stands up.
The Mason stands up.
The Mason stands up.

The Mason misses The Peasant!
The Mason misses The Peasant!
The Mason charges at The Fisherdwarf!
The Mason collides with The Fisherdwarf!
The Mason bounces backward!
The Mason misses The Peasant!
The Mason misses The Peasant but He scrambles away!
The Mason misses The Peasant!
The Mason stands up.
 The Mason stands up.
```

Flame's apprentice Bomrek tried to also tackle the peasant with a body slam, but failed miserably. Nice effort tho. "Oh I was also there against the werebear. Yaknow, doing stuff."

```
Spoiler (click to show/hide)
                                                            bruising the right floating ribs
 The Werebear latches on firmly!

Kogan Kûbukusen, Engraver: I've been injured badly. Waaaaa...

The Engraver loses hold of the (reindeer leather shoe).

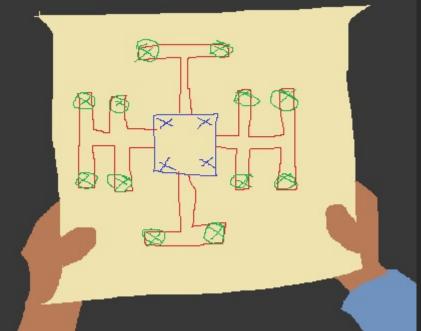
The Engraver loses hold of the (cave spider silk sock).
  The right foot is ripped away and remains in The Werebear's grip!
 silk shoe), bruising the bone through the (reindeer lead
Kogan Kûbukusen, Engraver: Help! Save me!
The Engraver is no longer stunned.
The Werebear strikes The Engraver in the left lower leg
spider silk shoe), bruising the muscle through the (pig
  The Engraver vomits.
  The Engraver retches.
The Engraver retches.
  The Engraver retches.
  The Engraver vomits.
  The Engraver retches.
The Engraver vomits.
  The Engraver vomits.
  The Engraver retches.
  The Engraver vomits.
  The Engraver retches.
  The Engraver retches.
The Engraver vomits.
  The Engraver vomits.
  The Engraver retches.
  The Engraver retches.
  The Engraver vomits.
  The Engraver retches.
               aver vomi
  Kogan Kûbukusen, Engraver: This is my fight too. I will have my
  revenge.
Kogan Kûbukusen, Engraver: I cannot just stand by. I will have my
  revenge.
Kogan Kûbukusen, Engraver: I have a part in this. I will have my
  revenge.
Kogan Kûbukusen, Engraver: I have a part in this. I will have my
  revenge.
  The Engraver vomits.
The Engraver retches.
  The Engraver retches.
The Engraver vomits.
  The Engraver retches.
         Engraver retches
  The Engraver misses The Werebear!
The Engraver misses The Werebear!
                                                         in the lower body with its (giant cave g the muscle and bruising the guts
  The Engraver misses The Werebear!
                                                          n the left lower leg with its right
 The Engraver gives in to pain.
The Engraver regains consciousness.
 The Engraver gives in to pain.
The Engraver regains consciousness.
→The Engraver gives in to pain.
Spoiler (click to show/hide)
                                                                   Date:200-09-14
  Kogan Kûbukusen, Engraver
"Kogan Lancehelped"
  lower body
  neck
head
  right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
```

Kogan the engraver can't answer my questions right now, but I don't need him to. His feet was biten off, from what I can tell. Definitely wasn't no mitten that did *that*.

Spoiler (click to show/hide)

right upper leg left upper leg right lower leg

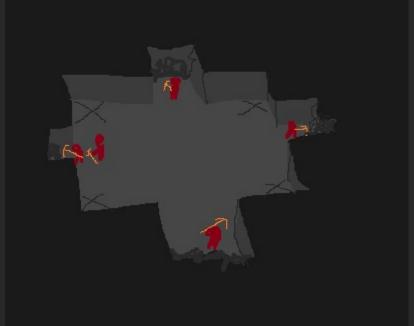
right foot left foot





"Alright folks, lots of ya ain't coming clean like I'd like" announces Triaxx. "Almost a shame I defended such a bunch of story-makers, but oh well. We gonna be digging some cells down here, cause the next full moon is kinda soon. Everyone who got in the fight, mitten or nat, gonna be locked up. grab a pick, I'll show you how it's done!!"

Spoiler (click to show/hide)



Triaxx leads the ball. He was wise enough to create a few spare picks himself, in case of accident. Or.. emergencies like this one. They should have enough rooms to seal everyone in, if they act quickly. his head still hurts from the fight. Blood flows on his side, and into his magnificent beard. He knows all too well that if someone's gonna turn, it's gonna be him...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on September 09, 2015, 04:29:44 pm

oh boy

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Sethatos on September 09, 2015, 05:43:11 pm

Great stuff. Can you dwarf me? I'd like Dastot Perfectrag.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on September 09, 2015, 08:26:42 pm

Awesome miner and werebear? How lucky can one dwarf get?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on September 09, 2015, 09:04:31 pm

Can I be dorfed as Olin Booklobsters?

Also, from the hints you gave, I was kinda expecting a far higher casualty rate... the last time -I- had a werebeast attack this early, I lost half a dozen dorfs before the Moon faded... not counting the infected, of course...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 09, 2015, 11:05:48 pm

Quote from: Haerdalas on September 09, 2015, 09:04:31 pm

Can I be dorfed as Olin Booklobsters?

Also, from the hints you gave, I was kinda expecting a far higher casualty rate... the last time -I- had a werebeast attack this early, I lost half a dozen dorfs before the Moon faded... not counting the infected, of course...

I may have mislead people a bit. To be fair I posted about the bear as he attacked, before I knew what would happen. People extrapolated and I rolled with it for the sake of suspense. But anyone who turns, we no longer have to feed, so our food consumption did go down.

Also, I'm not sure I can lockdown everyone on time. It ain't over yet...

Quote from: Triaxx2 on September 09, 2015, 08:26:42 pm

Awesome miner and werebear? How lucky can one dwarf get?

I honestly want to see a werebear cleaving undead hordes with a pickaxe. It must happen

I'll play winter tomorrow and do the write-up as well. Id hate to go over a deadline so there probably wont be much drawing. Maybe I'll do a special artpiece over the week after the save is up to make up for it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on September 09, 2015, 11:51:55 pm

Don't werebeasts still drop everything after transformation, though? He'd have to wrestle the pick off someone else.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on September 09, 2015, 11:53:02 pm

Well what a pickle we have here, first the dwarves with medical skills are incapacitated through some unfortunate accidents (all of them? Isn't that too much of a coincidence?). Then to top it all off, Armok sees it fit to test our resolve to survive in this forsaken wasteland by sending this Beorn to ravage the fledgling settlement. Well now we can either choose to die of thirst out in the searing heat of the sandy dunes, or risk getting too close to the terrifying waters and be twisted into the undead. Of course the latter ain't gonna happen, now that we have a narrow inlet of water leading to the settlement. Right?

So shit happened. Not surprisingly. There goes my initial plans. *Draws up new plans*

I'll wait till the next migration wave to examine the candidates before choosing someone to be redorfed.

In the meantime, I'm attempting to write a blurb that connects the story of Murderflood with the stories of Ardentdikes and Moltenchannels. Also, will update the front page with more maps and background info. Feel free to use this information if you choose to do so. This goes for future overseers as well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 09, 2015, 11:53:21 pm

Quote from: Deus Asmoth on September 09, 2015, 11:51:55 pm

Don't werebeasts still drop everything after transformation, though? He'd have to wrestle the pick off someone else.

I've seen Ast wander around with her very own Silver claymore so I'm not sure.

Quote from: Zuglarkun on September 09, 2015, 11:53:02 pm

In the meantime, I'm attempting to write a blurb that connects the story of Murderflood with the stories of Ardentdikes and Moltenchannels. Also, will update the front page with more maps and background info. Feel free to use this information if you choose to do so. This goes for future overseers as well.

Fuck yeah, can't wait to read that! Sorry your dwarf died. I genuinely don't know what happened. I just booted the early fall session and noticed you weren't making beds, then found the architect lying in bed. Then when the werebear appeared, there wasn't anyone to take care of the injured. It seems that two of our three doctors have been mysteriously killed, while the third one has been on break with a missing leg and a broken lower body for three months. She went from a cook, brewer/doctor to an injured dwarf asking for food and drinks. If that's not some painful irony there I don't know what is.

It's just... too specific, too well planned. I fear the Ungodly Waters are up to something. The second I moved the water into the channel to avoid the lake's influence, the werebear attacked there, coming from along the shore. He took the fisherdwarf down immediately. almost like he was summoned there by the lake to teach us a lesson of humility.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on September 10, 2015, 12:35:02 am

Quote from: Taupe on September 09, 2015, 11:53:21 pm

Fuck yeah, can't wait to read that!

I haven't finished reading through Ardentdikes, so I only got the gist of the story. But here's what I have so far - though it might be a tad long I'm afraid.

Spoiler (click to show/hide)

Aeons have past, though the land is reformed by the whims of Armok, Urist McDuck still lies forever sealed away beneath the burning sands, eternally slumbering - dreaming of a day of reckoning where even death may die. His by now pent up hatred for dwarven kind has seeped into the very lands and up through the very lake, in a spume of ungodly fumes - the manifestation of his hatred. These tendrils of malevolence seek to ensnare any living being within distance and warp them into an agent of McDucks will - to further spill the blood of dwarven kind. Each bloody sacrifice sating his thirst for our blood and bringing him ever closer to his eventual reawakening.

The all-knowing Queen, a distant descendant of McKiwi V - had long sought out the very site of this abomination, for as long as the possibility of McDuck rising again exists, all of dwarven kind is doomed to the resurfacing of the evils that had befallen upon Ardentdikes and Moltenchannels. To ensure the safety of future generations, she has sent us to claim this site - the Desert of Dreams, far away from dwarven lands. For she knows that the defenses that have been set in place to prevent his awakening are gradually

weakening due to the lake and the vile machinations of the profane necromancers that reside close by. We are to construct a fortress that will act as a seal to damper further efforts at his revival. This is the story of our ordeal. This is the story of Murderflood. **Strike the Earth!**

Thoughts? Comments?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on September 10, 2015, 04:08:05 am

I can't decide who to dwarf myself into :D I'm thinking letting fate do the job for me. Maybe name the first adult dwarf to arrive in the winter migrant wave as a "Vuohijumala"? If it's not too late, of course. He/She has heard Murderflood would be a nice place full of sunshine and wonder, where one could possibly have a great future full of fortune. They also say the place is rich in nature too.

On the other hand, I liked the new engraver (Kogan Lancehelped). Then werebears. But if he is not totally doomed yet, I could possibly pick him too.

Quote from: Zuglarkun on September 10, 2015, 12:35:02 am

Quote from: Taupe on September 09, 2015, 11:53:21 pm

Fuck yeah, can't wait to read that!

I haven't finished reading through Ardentdikes, so I only got the gist of the story. But here's what I have so far - though it might be a tad long I'm afraid.

Spoiler (click to show/hide)

Aeons have past, though the land is reformed by the whims of Armok, Urist McDuck still lies forever sealed away beneath the burning sands, eternally slumbering - dreaming of a day of reckoning where even death may die. His by now pent up hatred for dwarven kind has seeped into the very lands and up through the very lake, in a spume of ungodly fumes - the manifestation of his hatred. These tendrils of malevolence seek to ensnare any living being within distance and warp them into an agent of McDucks will - to further spill the blood of dwarven kind. Each bloody sacrifice sating his thirst for our blood and bringing him ever closer to his eventual reawakening.

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Thoughts? Comments?

Epic and grim. Nice!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on September 10, 2015, 04:55:44 am

Front page updated with more maps. More to come once further details are revealed in the Overseer logs.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **September 10, 2015, 01:38:24 pm**

Condensed version: Oh God it's on fire and we're going to die!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on September 10, 2015, 04:53:40 pm

First Winter -- Under the moonlight

The fortress is in panic, obviously, but in the middle of the chaos a few dwarves announce that they'l be using their old army nicknames from now on.

Spoiler (click to show/hide)

Within the last season, he felt pleasure near a fine Door. He was birsful dining in a great dining room. He felt pleasure near a fine Table. He was horrified after seeing Nako Evilacrid the Rains of Discenboweling die. He felt pleasure near a fine Table. He was horrified after seeing Mako Evilacrid the Rains of Discenboweling die. He felt pleasure near a fine Table. He was horrified after seeing Mako Evilacrid the Rains of die. He didn't feel anything after seeing a giant grasshopper die. He was horrified after seeing Iden Granitejade die. He didn't feel anything after seeing a desert tortoise die. He felt pleasure near a fine Seat. He sonetines feel gad at being separated from loved one.

He is narried to Sazir Squirtedoil and has 5 children: Studos Govennountains, Atis Lashebowered, Doren Glazeriness, Iden Bridgedgear and Zazit Waxedworked.

He is eighty-five years old, born on the 1st of Granite in the year 115.

He is short and not very strong, His hair is way. His long sideburns are neatly conbed. His very long beard is neatly conbed. His very long hair is braided. He has high cheekbones, and he has a very narrow chin. His bead is extremely narrow. His narrow protructing brass syes have thin Irises. His nose bridge is somewhat concave. His eyelashes are short. His hair is russet with flecks of gray. His skin is brown.

**Sethatos' Atomunib Hiss stoneware, silver, gold opal, two-legged rhine lizard horn, waltrus ivory, jute plant filter fabric, the color tan, bucklers and anulets. When possible, he prefer to consulte, handed haifefish and sweet potato wine. He absolutely detests rate.

**Hand an accordance of the filter haife, an accordance of the filter haife, and partying our plantile and an ability to read esections fairly well to the process of the filter haife, and partying our plantile activities, values artists and their works, deeply expects the school works and partying our plantile activities, values is high ideal greatly expects artists and their works, deeply expects that the head at their shows

Spoiler (click to show/hide)

Date:200-10-02

Sethatos' Atorunib, Seasoned Ranger

"Sethatos' Perfectrag"

Construct Building
Competent Macedwarf
Novice Shield User
Novice Armor User
Novice Discipline
Novice Observer
Dabbling Fighter
Dabbling Striker
Novice Miner
Great Record Keever
Dabbling Persuader
Dabbling Negotiator
Dabbling Judge of Intent
Great Intimidator
Dabbling Conversationalist
Dabbling Comedian
Expert Consoler
Great Pacifier
Expert Tracker
Novice Climber

c: Combat b: Labor m: Misc

Our seasoned ranger and bookkeeper now asks to be called "Sethatos" Perfectrag. He says the thrill of battle reminded him of his old fighting days, and he wants to honor his previous squadmates by using the name they once bestowed upon him.

<u>Spoiler</u> (click to show/hide)

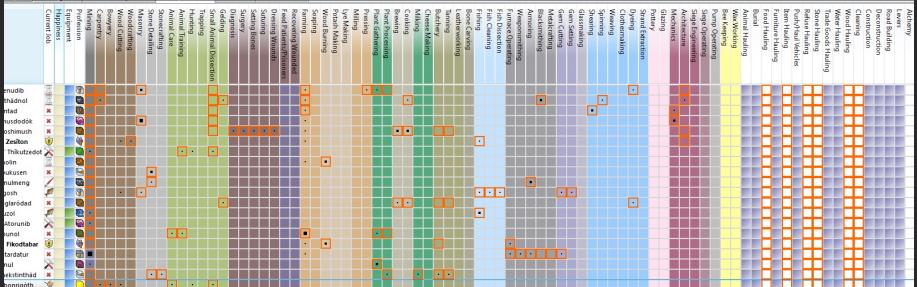


Spoiler (click to show/hide)

Within the last season, he was horrified after seeing Nako Evilacrid the Rains of Disenboueling die. He felt pleasure near a fine Seat. He felt pleasure near a fine Seat. He felt pleasure near a fine Seat. He didn't feel anything after seeing a horse die. He was blissful dining in a very good dining room. He felt love talking with father. He felt pleasure near a fine Boor. He felt satisfied at work. He didn't feel anything after seeing a horse die. He was horrified after seeing a horse die. He didn't feel anything after seeing a despet tortois cit. He was horrified after seeing a horse die. He didn't feel anything after seeing a long a glant grasshopper die. He was horrified after seeing a horse die. He didn't feel anything after seeing a horse die. He was horrified after seeing a horse die. He didn't feel anything after seeing a long a glant grasshopper die. He was horrified after seeing a long a glant grasshopper die. He didn't feel anything a glant grasshopper die. He didn't feel anything after seeing a long a glant grasshopper die. He didn't feel anything a feer seeing a long a glant grasshopper die. He feel tole anything a glant grasshopper die. He feel tole anything a feer seeing a long a glant grasshopper die. He feel tole anything a feer seeing a long a glant grasshopper die. He feel tole anything a feer seeing a long a glant grasshopper die. He fe

The same goes for our marksdwarf extraordinaire, "Haerdalas" Booklobsters. Both have been assigned to train under Thoryane, in due time.

Spoiler (click to show/hide)



Before we can designate a proper barrack however, there is work to be done. Life-depending work. I've told everyone to give up on any single job they have.

Spoiler (click to show/hide)

```
The Nobles and Administrators of Usânlåluth
                                                     'Thoryane' Fikodtabar, Proud DIREQUIREJIDEMANDJIMANDATEJ
'Thoryane' Fikodtabar, Proud DIREQUIREJIDEMANDJIMANDATEJ
expedition leader
militia commander
sheriff
hammerer
                                                   'Flame' Tomusdodók, Grand Engi[REQUIRE][DEMAND][MANDATE]
'Ghills' Okoshimush, Lifeline [REQUIRE][DEMAND][MANDATE]
'Taupe' Febunol, Fields Superv[REQUIRE][DEMAND][MANDATE]
'Sethatos' Atorunib, bookkeepe[REQUIRE][DEMAND][MANDATE]
'Triaxx' Rimtardatur, Chief Mi[REQUIRE][DEMAND][MANDATE]
èrith Kogantad, militia captai[REQUIRE][DEMAND][MANDATE]
Zas Lisedònul, militia captain[REQUIRE][DEMAND][MANDATE]
chief medical dwarf
broker
bookkeeper
militia captain
militia captain
                                                    Zas Lisedònul, militia captairREQUIRE][DEMAND][MANDATE]
Zefon Bokbonrigòth, militia ca[REQUIRE][DEMAND][MANDATE]
Oddom Zuglaródad, militia capt[REQUIRE][DEMAND][MANDATE]
Zefon Amnekstinthäd, militia c[REQUIRE][DEMAND][MANDATE]
Datan Stinthädnol, militia cap[REQUIRE][DEMAND][MANDATE]
Kogan Kûbukusen, militia capta[REQUIRE][DEMAND][MANDATE]
 militia captain
militia captain
militia captain
militia captain
militia captain
militia captain
Enter: View Unit/Fill Vacancy
8293: Scroll
                                                                                    r: Replace
ESC: Done
                                                                                                                          s: Settings
```



The possibly infected dwarves have been each assigned a squad, then a cell. Once they get in there, we'll be able to seal everyone up.

Spoiler (click to show/hide) Dleenkus, Kobold Thief "Dleenkus" www." www.w +++++00 WWW WWWW WWW +++++ ++++ .00000.0.0.0.0. upper body lower body +++++ ++40++ CANADAN CAMBANANAN lower body
neck
head
right upper arm
left upper arm
left lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot **900000** MANN WAS WANN ++++[+2+++ WAS CHANGE CHANGERS OF WARA CONTROL OF W. W. W. WW +++++ ++&++ ++&++ www22222222 - 53 ++ ++ M 22222222222 X + с +X + вп + 8п⊋п+ • впdе M. " WWWWWW " WWW ພາບທີ່ທີ່ທີ່ " ພາບພານີ້ບ **▲**▲≈.≈.≈.≈≈≈

The critical day is close on the calendar. Some of the dwarves reported to their containment facilities. Few of them have been locked up, tho, because a kobold just appeared in the entrance! The soldiers just dropped their weapons to get some building done, so I order them to do a 180 and go fight instead.

```
Spoiler (click to show/hide)

Date:200-10-04

Stlobofopilbis, Kobold Thief

black band

A pool of Triaxx' Castlespires's dwarf blo

Another kobold. Uh-oh...
```

```
Spoiler (click to show/hide)
Thief! Protect the hoard from skulking filth!
Sethatos' Atorumib, bookkeeper cancels Construct Building: Interrupted by Kobold Thief.
The dwarves suspended the construction of Wall.
Medtob onulmeng, Armorer cancels Construct Building: Interrupted by Kobold Thief.
The dwarves suspended the construction of rhyolite Coffin.
'Thoryane' Fikodtabar has become a expedition leader.
'Gwolfsky' Zesîton has become a Axedwarf.
'Flame' Iomusdodók, Grand Engineer cancels Construct Building:
Interrupted by Kobold Thief.
The dwarves suspended the construction of rhyolite Coffin.
Thief! Protect the hoard from skulking filth!
'Ghills' Okoshimush, Lifeline has been found dead.
'Taune' Febunol. Fields Supervisor cancels Construct Building: Horrified.
Sazir Ulâbuzol, Fisherdwarf cancels Fish: Horrified.
Nil Inethugosh, Mason cancels Fish: Horrified.
'Thoryane' Fikodtabar has become a expedition leader.
'Gwolfsky' Zesîton has become a Fisherdwarf.
```

Normally I would ignore these kobolds and let them steal what they want, but their presence is disrupting workers, which prevent people from feeding and helping Ghills. She dies in the chaos. Another doctor bites the dust in Murderflood. Ghills was much beloved. People start panicking and being horrified.

```
'Gwolfsky' Zesîton, Slayer of the Sea: Our time in The Universe of Destiny is so brief... This does not scare me.

The Escapist strikes at The Kobold Thief but the shot is easily deflected by the ({large iron dagger})!
The Escapist strikes at The Kobold Thief but the shot is easily deflected by the (Clarge iron dagger)?

The Escapist strikes at The Kobold Thief but the shot is deflected by the (Clarge iron dagger)?

The Escapist bashes The Kobold Thief in the left lower leg with his -copper crossbow-, bruising the muscle?

The Escapist bashes The Kobold Thief in the left foot with his -copper crossbow-, bruising the muscle?

The Escapist strikes at The Kobold Thief but the shot is easily deflected by the (Clarge iron dagger)?

The Escapist bashes The Kobold Thief in the right upper arm with his -copper crossbow-, bruising the muscle?

The Escapist strikes at The Kobold Thief but the shot is easily deflected by the (Clarge iron dagger)?

The Escapist strikes at The Kobold Thief but the shot is deflected by the (Clarge iron dagger)?

The Escapist bashes The Kobold Thief in the right lower leg with his -copper crossbow-, bruising the muscle?

The Escapist strikes The Kobold Thief in the right lower leg, tearing the muscle?

The Escapist strikes The Kobold Thief in the right lower arm with his copper shield and the injured part is crushed?

An artery has been opened by the attack?

The Escapist bashes The Kobold Thief in the head with his -copper crossbow-, bruising the muscle, fracturing the skull?

The Escapist bashes The Kobold Thief in the head with his -copper crossbow-, bruising the muscle, fracturing the skull?

The Escapist bashes The Kobold Thief in the head with his -copper crossbow- and the injured part is crushed?

An artery has been opened by the attack?

Gwolfsky' Zesîton, Escapist: Death... I am not upset by this.

Gwolfsky' Zesîton, Escapist: I must withdraw?
```

On the slightly plus side, Gwolfsky finally tackled his first opponent, crushing one of the kobold's head in with his copper crossbow.

<u>Spoiler</u> (click to show/hide)

WHANNE THE " CHOICE " CHOICENESS Kogan Kûbukusen, militia captain "Kogan Lancehelped" MANO TONO TONOMO lower body neck head head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg Faint MANAY " CHANANAY " CHANA ໜູດຄູດຄວນຄວນຄວນຄວນ ຄູ_່ ຄູ α^{-} " α " right foot left foot MANAGER AND THE CONTRACTOR " O CHAND " UND " UNDUND" " UNDU AND TOURS CHARLES ON A CONTRACT ON A CONTRAC

As soon as he spots the engraver Kogan wandering outside, pale and missing a foot, he knows shit is about tio hit the fan and run back inside. The dwarves now have a small extension to the frontdoor, allowing a block to be placed, sealing the entrance. More dwarves fail to report to their containment job, because they are too injured. Some of those who do fail to be locked inside, because of the general disorganisation.

<u>Spoiler</u> (click to show/hide)

The dwarves suspended the construction of Wall. →Kogan Kûbukusen, militia captain has transformed into a werebear!

Too late. Kogan turns into a Werebeast! A new gigantic bear wanders the countryside. In a strange twist of fate, none of the other 7 injured turn. even Triaxx remains a dwarf. he's a bit disapointed really. He failed to leave the dinning area, so nobody else is disappointed.

```
The Engraver regains consciousness.
The Engraver regains consciousness.
The Engraver regains consciousness.
The Engraver regains consciousness.
The Engraver gives in to pain.
The militia captain bites The Kobold Thief in the upper body, tearing the muscle and bruising the right lung through the ((small giant cave spider silk tunic))?
The militia captain latches on firmly!
The Kobold Thief is unable to break the grip of The militia captain's teeth on The Kobold Thief's upper body!
The Kobold Thief stabs The militia captain in the right lower arm with her ((large copper dagger)), tearing the muscle!
The militia captain shakes The Kobold Thief around by the upper body, tearing apart the upper body has been opened by the attack!
The militia captain shakes The Kobold Thief around by the upper body, tearing apart the upper body has been opened by the attack!
The militia captain shakes The Kobold Thief around by the upper body, tearing apart the upper body has been opened by the attack!
The militia captain shakes The Kobold Thief around by the upper body, tearing apart the upper body's muscle!
An artery in the upper body's muscle!
An artery in the upper body has been opened by the attack!
The militia captain shakes The Kobold Thief around by the upper body, tearing apart the upper body's muscle!
An artery in the upper body's muscle!
An artery in the upper body has been opened by the attack!
The militia captain shakes The Kobold Thief around by the upper body, tearing apart the upper body has been opened by the attack!
The militia captain shakes The Kobold Thief around by the upper body, tearing apart the upper body has been opened by the attack!
The militia captain bites The Kobold Thief around by the head, tearing apart the head's muscle!
An artery in the head has been opened by the attack!
The militia captain shakes The Kobold Thief around by the head, tearing apart the head's muscle!
An artery in the head has been opened by the attack!
The militia captain shakes The Kobold Thief around by the head, tearing apart th
```

Spoiler (click to show/hide)

```
Citizens (18) Pets/Livestock (20) Others (8) Dead/Missing (16)

Raven
Rogan Kûbukusen, militia captain

Dead/Missing (16)

Wild Animal
Berserk
```

The werebear gets a hold of the second kobold. The little bugger managed to outrun our soldiers, but there is no escape from the rapetrain.

<u>Spoiler</u> (click to show/hide)

```
'Uuohijumala' Kûbukusen, Werebear
"'Uuohijumala' Lancehelped"

lower body
neck
head
right upper arm
left upper arm
right lower arm
left lower arm
left lower leg
left upper leg
left lower leg
right lower leg
right foot
left foot
```

Spoiler (click to show/hide)

"Be merry!"

Within the last season, he didn't feel anything while in conflict. He didn't feel anything after experiencing trauma. He was berrifed after seeing the kohold Stlobefopilbis die. He was annoyed after suffering a minor injury. He was groundy when caught in the rain. He was baken after suffering a major injury. He panished after pening after seeing a horse die. He was slagueted after retching on a minor. He felt satisfied after pening die fel anything after seeing a horse die. He was interested near a fine Seat. He was

Then, silence outside. the screams have stopped. Thefamiliar voice of a dwarf calls outside. "Let me in, I'm healed!" The engraver is now a fully-fledged lycanthrope, turning into a werebear every full moon. He gets the title of werebear, lest anyone forgets his true nature. Because he is now a new dwarf, and joins his own squad, our time-bomb decides on a new name, to imitate our previous soldiers. "Call me "Vuohijumala" from now on!"



It seems that somehow, the previous werebear tried to sneak around the countryside once more, but slipped into the channel created by Triaxx. He drowned there, still weakened by his previous encounter with our soldiers. It seems that once the beast had served its purpose, the Ungodly Waters claimed it back...

Now, speaking of dead, terrible things. I needed a place to put coffins and slabs for our deceased, and this was the only area available. However, as soon as the bodies got hauled, I realised something: If necromancers lay siege to the fort, then our own dead will march against us. Solution? A zombie blender. Two big bridges now seal the graveyard on each side, effectively acting as an unbreakable barrier to outsiders. Any zombies raising from their graves will be stuck in there. bonus point? Pulling the lever on repeat will crush the zombies one by one as they wander into the middle of the room. Until then, our fallen may rest in peace. I would strongly suggest that we expand any graveyards to the side of this building, to reuse the middle device and keep the fort lockable.

Spoiler (click to show/hide)



Here's where you can find the associated lever. I noted the effect of the other two as well, and appropriate (N)otes have been left for each lever. Keep shit tight, people, we'll have a lot of levers before this fort is done.



The fully-healed and regenerated Vuohijumula stumbles upon his previous, discarded foot. That' just weird. The remains and unamed corpses are tossed into the dumping shaft.



The area above the graveyard/crusher is being floor, and will receive a ceiling shortly after. It will give us some room for a better dinning hall, with 8 tables and 16 chairs. The middle upper area is now a barrack/weapon stockpile, where our 4 regular soldiers are hard at work. The communal dorm/hospital is still downstairs, but at least we have 6 beds in there now, enough for our current numbers. The hospital is poorly outfitted, I,ve ordered somebody to give soap-making a try. We'll need that sooner than later. At least our food supplies are satisfying. Whip vine produce alcohol, and butchering giant monsters gives us decent amounts of meat.

Spoiler (click to show/hide)



Another month goes by, and another. The werebeast is safely contained inside his cell.

Spoiler (click to show/hide) FPS: 100 (49) This is a finely-crafted rhyolite memorial to `Ghills' Okoshimush.
The slab reads "In memory of `Ghills' Okoshimush / Born 123 / Succumbed to infection in the year 200 / Chief Medical Dwarf of The Channels of Melting in 200 / Lover of querns". This is a rhyolite memorial to 'Zuglarkun' Stizashbomrek. The slab reads "In memory of 'Zuglarkun' Stizashbomrek / Born 127 / Succumbed to infection in the year 200 / Manager of The Channels of Melting in 200 / At one with bismuth". This is a finely-crafted microcline memorial to Iden Lolokotil.

The slab reads "In memory of Iden Lolokotil / Born 91 / Died of thirst in the year 200 / Loving father and husband / Lover of sterling silver". FPS: 100 (49) This is a finely-crafted rhyolite memorial to Melbil ònulonshen. The slab reads "In memory of Melbil ònulonshen / Born 46 / Bled to death, slain by the dwarf Nako Evilacrid the Rains of Disemboweling in The Rampage of the dwarf Nako Evilacrid the Rains of Disemboweling in Murderflood in the year 200 / Lover of picture jasper".

Victims of the previous creature have been properly memorialised. RIP, old friends.

Spoiler (click to show/hide)

```
Date:200-11-
   `Sarrak' Stinthädnol, Soldier
"`Sarrak' Theatertongues"
Watch Dodging Demonstration
Dabbling Shield User
Dabbling Armor User
Dabbling Discipline
Novice Observer
Dabbling Fighter
Dabbling Striker
Dabbling Striker
Dabbling Kicker
Dabbling Dodger
Novice Carpenter
Novice Carpenter
Novice Cook (Rusty)
Dabbling Grower
Adequate Metalsmith (Rusty)
Dabbling Building Designer
Novice Spinner (Rusty)
Novice Gelder (Rusty)
Dabbling Persuader
Dabbling Negotiator
Dabbling Judge of Intent
Dabbling Conversationalist
Dabbling Conversationalist
   Dabbling Comedian
Dabbling Consoler
Dabbling Pacifier
Dabbling Student
Dabbling Concentration
                                                                                                                                                                        isc
```

Spoiler (click to show/hide)

```
He is one hundred three years old, born on the 3rd of Moonstone in the year 97.
He is one hundred three years old, born on the 3rd of Moonstone in the year 97.
He is muscular and fat. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His long beard is arranged in double braids. His hair is clean-shaven. His nose is incredibly upturned. He has a round chin. His brass eyes are wide-set. His somewhat short ears are somewhat narrow. His upper front teeth is gone. His hair is russet mixed with gray. His skin is brown.
     detests oysters.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals, greatly respects and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the tine to master a skill, deeply respects those that their labors, respects artists are those that sees the sees of the finer tine to master a skill, deeply respects those that take the tine to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, finds nerrymaking and partying worthwhile activities, values nartial provess, values leisure tine and finds nature somewhat disturbing. He personally hates those who wild power others, the tends and commerce to be fairly disgusted and does not seed to see the seed of th
```

Most of our copper is being smelted by Triaxx, and then turned into full copper armor suits for our soldiers. As a result, this metalworker doesn't get to use the forge at all. They've knocked one of his tooth down, and he seeks revenge. The newly named "Sarrak" Theathertongues asks to join our forces, and his request is granted. A fifth suit of armor is ordered.

```
The Veteran attacks The Giant Leopard but She jumps away!
The Veteran bashes The Giant Leopard in the left front leg with his (copper crossbow), bruising the skin!
The Veteran bashes The Giant Leopard in the upper body with his -copper war hammer-, bruising the muscle and bruising the heart!
The Veteran bashes The Giant Leopard in the upper body with his (copper crossbow), bruising the skin!
The Ciant Leopard nisses The Veteran!
The Veteran bashes The Giant Leopard in the upper body with his (copper crossbow), bruising the skin!
The Giant Leopard charges at The Veteran!
The Giant Leopard charges at The Veteran!
The Ueteran is knocked over and tumbles backward!
The Veteran is knocked over and tumbles backward!
The Veteran loses hold of the -copper shield-
The Veteran bashes The Giant Leopard in the left front paw with his (copper crossbow), but the attack glances away!
The Ueteran misses The Giant Leopard in the left front paw with his (copper crossbow), but the attack glances away!
The Ueteran misses The Giant Leopard in the head, tearing the fat through the (right tail fiber bood)!
The Ueteran misses The Giant Leopard in the head, tearing the fat through the (right cave spider silk cloak)!
The Ueteran misses The Giant Leopard in the right rear leg with his copper war hammer-, but the attack glances away!
The Ueteran misses The Giant Leopard in the right rear leg with his copper war hammer-, but the attack glances away!
The Ciant Leopard scratches The Veteran in the upper front teeth and the sourced part sails off in an acc!

The Giant Leopard bites The Veteran in the right upper leg, bruising the skin through the (giant cave spider silk cloak)!
The Giant Leopard bites The Veteran in the upper leg, bruising the skin through the (giant cave spider silk cloak)!
The Giant Leopard bites The Veteran in the upper body with his copper war hammer-, bruising the muscle and bruising the right lung!
The Ueteran bashes The Giant Leopard in the upper body with his copper war hammer-, bruising the fat!
The Veteran bashes The
```

During their first real field operation, the newly-buffed Considerations of Armories must defend the fortress from a prowling giant leopard. Lieutenant Heardalas suffers some injuries against the beast, but manages to bash the creature's head with his hammer. He was also the one to hunt and kill 4 camels earlier this month, providing more meat to Murderflood.

Spoiler (click to show/hide)

The Honey Badger strikes at The Veteran but the shot is blocked?

The Veteran bashes The Honey Badger in the tail with his -copper war hammer- and the injured part is smashed into the body, an unrecognizable mass!

An artery has been opened by the attack!

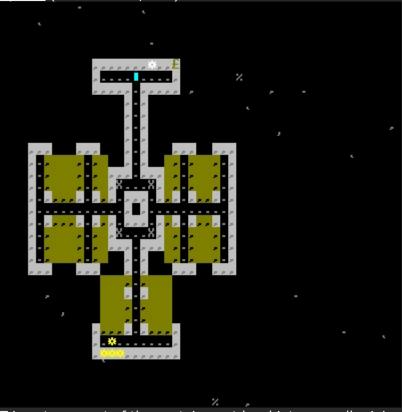
The Veteran bashes The Honey Badger in the head with his -copper war hammer-, bruising the muscle and fracturing the skull!

The Veteran bashes The Honey Badger in the head with his -copper war hammer- and the injured part is crushed!

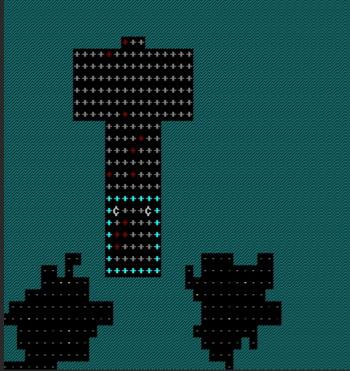
An artery has been opened by the attack!

His injuries won't stop him from single-handedly destroying a honey badger later that week.

Spoiler (click to show/hide)



Triaxx turns part of the containment level into a small mining operation, as we need more rhyolite.



The masons use the stone well. Soon another part of the fortress is complete. They begin working on tables and chairs for the dinning hall. The fort now looks like a big hammer too!

Spoiler (click to show/hide)

'Vuohijumala' Kübukusen, Werebear has transformed into a werebear!
Medtob onulmeng, Armorer cancels Detail Floor: Interrupted by Werebear.
'Sethatos' Atorunib, bookkeeper cancels Drink: Interrupted by Werebear.
Iden Oslanolin, Wood Burner cancels Pen/Pasture Stray Kitten (Tame):
Interrupted by Werebear.

erith Kogantad, Shearer cancels Pen/Pasture Stray war Dog (Tame):
Interrupted by Werebear.

Flame' Tomusdodók, Grand Engineer cancels Construct rock Throne:
Interrupted by Werebear.

But on the 28th of the last month, everything changes. Vuohijumula goes to his cell, but refuses to leave the entrance. The mason in charge of sealing him in abandon his task, and doesn't report the problem until it is too late. On the very last day of the year, a beast growls in the bowels of Murderflood, thirsty for blood. The dwarves around me are unprepared for what follows. Chaos erupts once more. I order Vuohijumula to be put down, hoping the army can take care of him without dying...

Spoiler (click to show/hide)

```
Page 3/3
                                                                                FPS: 100 (49)
 The Monster Slayer hacks The Werebear in the right paw with her (bronze
battle axe), tearing apart the muscle!
An artery has been opened by the attack and a sensory nerve has been
 severed!
The Monster Slayer hacks The Werebear in the upper body with her (bronze battle axe), tearing the fat!

The Monster Slayer scratches The Werebear in the upper body, tearing the
 fat!
The Monster Slayer bashes The Werebear in the left lower arm with her copper crossbow, bruising the muscle!

The Monster Slayer hacks The Werebear in the left lower arm with her (bronze battle axe), tearing the muscle!

The Monster Slayer hacks The Werebear in the right hand with her (bronze battle axe), tearing apart the muscle!
 An artery has been opened by the attack and a motor nerve has been
 severed!
 The Monster Slayer bashes The Werebear in the upper body with her copper
crossbow, bruising the muscle!
The Monster Slayer bashes The Werebear in the right lower leg with her copper crossbow, bruising the muscle!
The Monster Slayer hacks The Werebear in the left upper leg with her (bronze battle axe), tearing the muscle!
A motor nerve has been severed!
The Monster Slayer bashes The Werebear in the neck with her copper
crossbow, bruising the muscle and tearing the upper spine's nervous
The Monster Slayer bashes The Werebear in the right upper leg with her copper crossbow, bruising the muscle!

The Monster Slayer hacks The Werebear in the left lower leg with her (bronze battle axe), tearing the muscle!

An artery has been opened by the attack!

Thoryane' Fikodtabar, Monster Slayer: Death is all around us. This
 is truly horrifying.
The Monster Slayer hacks The Werebear in the left hand with her (bronze
battle axe), tearing apart the muscle!
A sensory nerve has been severed!
The Monster Slayer bashes The Werebear in the left lower arm with her copper crossbow, bruising the muscle!
The Monster Slayer bashes The Werebear in the lower body with her copper
crossbow, bruising the muscle and bruising the guts!

The Monster Slayer bashes The Werebear in the left lower leg with her copper crossbow, fracturing the bone!

The Monster Slayer bashes The Werebear in the left lower arm with her copper crossbow, fracturing the bone!

The Monster Slayer bashes The Werebear in the lower body with her copper crossbow, fracturing the bone!
crossbow, bruising the muscle!
The Monster Slayer hacks The Werebear in the lower body with her (bronze
battle axe), tearing the muscle!
The Monster Slayer hacks The Werebear in the lower body with her (bronze
battle axe), tearing apart the fat!

The Monster Slayer hacks The Werebear in the neck with her (bronze battle axe) and the severed part sails off in an arc!

Vuohijumala' Kûbukusen Tathur Muz, Werebear has been struck down.

Thoryane' Fikodtabar, Monster Slayer: Death is all around us. This
 is truly horrifying.
'Thoryane' Fikodtaba
                         Fikodtabar, Monster Slayer: Death... This is truly
 horrifying.
The Monster Slayer stands up.
The Monster Slayer stands up.
```

Thoryane is the one to put the creature to rest, preventing further damage to our settlement. With a few blows, she weakens the creature, before swinging her axe at its head. It goes a bit like this:



The beast is slain, but at what cost? Although Thoryane's skills and *copper gear* managed to protect her from any injury, others were not so skilled or lucky.

Spoiler (click to show/hide)

```
beuting the fat!

The Uctoran bashes Ihe Werebear in the left hand with his (copper crossbow), bruising the fat!

The Uctoran bashes Ihe Werebear in the right lower arm with his (copper crossbow), bruising the muscle!

The Uctoran bashes Ihe Werebear in the upper body with his (copper crossbow), bruising the muscle and shattering the left true ribs!

The Uctoran hashes Ihe Werebear in the upper body with his (copper crossbow), bruising the muscle and shattering the left true ribs!

The Uctoran has been stunned!

Haerdalas' Thikutzedot, Uctoran: Oddom Shipfeast is dead. I am almost overcome by grief.

The Uctoran misses Ihe Werebear!

The Uctoran misses Ihe Werebear!

The Uctoran misses Ihe Werebear!

The Uctoran bashes Ihe Werebear!

The Uctoran has been stunned.

The Uctoran isses Ihe Werebear!

The Uctoran isses Ihe Werebear in the right lower leg with his (copper crossbow), but the attack glances away!

The Uctoran isses Ihe Werebear in the right lower leg with his (copper crossbow) but the proper with the succle!

The Uctoran isses Ihe Werebear in the right lower leg with his (copper crossbow) but the proper with the succle!

The Uctoran falls over.

The Uctoran falls over.

The Uctoran bashes Ihe Werebear in the right upper leg with his -copper war hammer, bruising the muscle!

The Uctoran bashes Ihe Werebear in the right lower arm with his -copper war hammer bashes Ihe Werebear in the proper proper war hammer bruising the muscle!

The Uctoran bashes Ihe Werebear in the proper proper war hammer hashes Ihe Werebear in the proper proper war hammer, bruising the muscle!

The Uctoran bashes Ihe Werebear in the proper proper war hammer hashes Ihe Werebear in the proper proper war hammer, bruising the muscle!

The Uctoran bashes Ihe Werebear in the right hand with his -copper war h
```

Haerdalas, weakened by the giant leopard, loses a foot to the werebear.

```
The Soldier attacks The Werebear but It jumps away!

Ne Soldier hashes Ihe Werebear!

The Soldier bashes Ihe Werebear!

The Soldier bashes Ihe Werebear in the left hand with his copper cossbow, bruising to soldier?

The Soldier bashes Ihe Werebear in the right upper leg with his copper crossbow, bruising the soldier?

The Soldier bashes Ihe Werebear in the right upper leg with his copper crossbow, but the attack glances away!

The Soldier bashes Ihe Werebear in the right upper leg with his copper crossbow, but the attack glances away!

The Werebear attacks Ihe Werebear but It jumps away!

Sarrak' Stinthädnel, Soldier: Death is all around us. I am not upset by this.

The Soldier attacks Ihe Werebear but It jumps away!

The Soldier stacks Ihe Werebear but It jumps away!

The Soldier stacks Ihe Werebear hut It jumps away!

The Soldier stacks Ihe Werebear in the right upper leg with his (large iron dagger), tearing apart the fat!

The Werebear attacks Ihe Werebear but It rolls away!

The Soldier attacks Ihe Werebear but It rolls away!

The Soldier attacks Ihe Werebear but It scrambles away!

The Soldier attacks Ihe Werebear but It scrambles away!

The Soldier attacks Ihe Werebear but It scrambles away!

The Soldier attacks Ihe Werebear but It scrambles away!

The Soldier attacks Ihe Werebear but It scrambles away!

The Soldier attacks Ihe Werebear but It scrambles away!

The Soldier attacks Ihe Werebear but It rolls away!

The Soldier attacks Ihe Werebear but It rolls away!

The Soldier attacks Ihe Werebear but It rolls away!

The Soldier attacks Ihe Werebear in the left lower arm with his copper crossbow bruising the muscle!

The Soldier attacks Ihe Werebear in the left way of the soldier bashes Ihe Werebear hut It rolls away!

The Soldier attacks Ihe Werebear in the left upper leg with his (large in Soldier bashes Ihe Werebear in the left upper leg with his (large in Soldier Soldier bashes Ihe Werebear in the left upper leg with his (large in Soldier Soldier Soldier Soldier Soldier Soldier Soldier Soldier Soldier
```

```
The Herbalist stands up.
   Zas Lisedònul, Herbalist: Those injuries... This does not scare me.
   through the (pig tall rimer).

The Herbalist looks sick!

The Werebear strikes The Herbalist in the left foot with its (giant cave). The Werebear strikes is the herbalist in the left foot with its (giant cave) is the mister). The weight mister is the mister of the mis
  The Herbalist misses The Peasant!
                   Herbalist misses The Peasant!
   Zas Lisedònul, Herbalist: I have a part in this. I will take revenge!
   The Herbalist stands up.
                    Herbalist vomit:
   The Herbalist stands up.
                   Herbalist vomits.
Herbalist retches
   The Herbalist stands up.
   The Herbalist stands up.
                    Herbalist vomits
                   Herbalist retches.
   The Herbalist stands up.
                   Herbalist vomits
   The Herbalist stands up.
   The Herbalist retches. The Herbalist vomits.
   The Herbalist stands up.
    The Herbalist retches. The Herbalist vomits.
   The Herbalist stands up.
                 Herbalist vomits.
Herbalist retches.
    The Herbalist vomits.
                   Herbalist vomits.
   The Miner strikes The Werebear in the right upper arm with her (copper
   pick), tearing the muscle!
Zas Lisedònul, Miner: Death is all around us. I am not upset by this.
The Miner strikes The Werebear in the right upper leg with her (copper pick), tearing apart the muscle!
An artery has been opened by the attack and many nerves have been
severed?
The Miner strikes The Werebear in the upper body with her (copper pick), tearing the muscle and tearing the right lung?
The (copper pick) has lodged firmly in the wound?
The Miner pulls on the embedded (copper pick).
The Miner strikes The Werebear in the left upper leg with her (copper pick), fracturing the bone?
A tendon has been torn?
Zas Lisedonul, Miner: Our time in The Universe of Destiny is so brief... This does not scare me.
The Miner strikes The Werebear in the left hand with her (copper pick), tearing apart the muscle?
The Miner strikes The Werebear in the head with her (copper pick), tearing the muscle and fracturing the skull?
An artery has been opened by the attack!
   severed!
  An artery has been opened by the attack!
A tendon in the skull has been torn!
Zas Lisedonul, Miner: Death is all around us. This is truly
```

Zas, previously an herbalist, became a miner after withnessing Triaxx's heroic stance. This time around, he doesn't get injured, and even injure one of the beast's lungs, tipping the scales of the battle.

<u>Spoiler</u> (click to show/hide)

```
The Werebear latches on firmly?

Bommek Idenudib, Mason: 'Se easily broken... This does not scare me. The Mason punches The Werebear in the right lower leg with her left hand, bruising the muscle?

The Werebear shakes The Mason around by the right lower leg, tearing apart the right lower leg's muscle and denting the bone?

The Werebear shakes The Mason around by the right lower leg, tearing apart the right lower leg's muscle and denting the bone?

The Werebear shakes The Mason around by the right lower leg, tearing apart the right lower leg's muscle and denting the bone?

The Werebear shakes The Mason around by the right lower leg, tearing apart the right lower leg's muscle and denting the bone?

An artery in the right lower leg has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn?

The Mason punches The Werebear in the lower body with her left hand, bruising the fat?

The Werebear bites The Mason in the right upper leg, bruising the muscle through the (cave spider silk cloak)?

The Werebear latches on firmly?

The Werebear shakes The Mason around by the right upper leg, tearing apart the right upper leg's muscle and bruising the bone?

An artery in the right upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn?

The Werebear shakes The Mason around by the right upper leg and the right upper leg collapses?

An artery in the right upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn?

Bommek Idenudib, Mason: Death is all around us. This is truly horrifying.

The Merebear latches on firmly?

The Werebear latches on firmly?

Bommek Idenudib, Mason: Death is all around us. I is leaves me so shaken.

Bommek Idenudib, Mason: Death... I am not upset by this.

Bommek Idenudib, Mason: Death is all around us. I am not upset by this.
```

Bomrek suffers terrible injury. If Flame's apprentice lives, he'll probably turn into a monster, or be crippled for life.

```
crossbow-, fracturing the bone!
The Escapist bashes The Werebear in the right paw with his -copper crossbow-, bruising the muscle!
The Werebear lets the 'Sethatos' Atorunib's left foot drop away as It attacks.
The Escapist bashes The Werebear in the lower body with his -copper crossbow-, bruising the muscle and bruising the guts!
 The Escapist bashes The Werebear in the head with his -copper crossbow-, bruising the muscle, fracturing the skull!
The Escapist bashes The Werebear in the right lower leg with his -copper crossbow-, bruising the muscle!
 The Escapist bashes The Werebear in the left lower leg with his -copper crossbow-, fracturing the bone? 'Gwolfsky' Zesîton, Escapist: Death is all around us. I am not upset
 by this.
The Escapist kicks The Werebear in the right upper leg with his right foot, bruising the muscle!

The Werebear attacks The Escapist but He jumps away!
The Escapist bashes The Werebear in the tail with his -copper crossbow-
and the injured part is crushed!
 An artery has been opened by the attack!
The Escapist bashes The Werebear in the right lower leg with his -copper crossbow-, fracturing the bone!

The Escapist bashes The Werebear in the right lower arm with his -copper crossbow-, fracturing the bone!

The Escapist bashes The Werebear in the left upper leg with his -copper crossbow- fracturing the beneft
The Escapist bashes The Werebear in the left upper leg with his -copper crossbow-, fracturing the bone!

The Escapist bashes The Werebear in the right lower arm with his -copper crossbow-, bruising the muscle!

The Escapist bashes The Werebear in the right upper arm with his -copper crossbow- and the injured part explodes into gore!

An artery has been opened by the attack!

The Escapist strikes The Werebear in the right eyelid with his copper shield, bruising the skin!

The Escapist bashes The Werebear in the right paw with his -copper crossbow- and the injured part explodes into gore!

An artery has been opened by the attack!

The Escapist bashes The Werebear in the lower body with his -copper crossbow-, bruising the muscle and bruising the guts!

'Gwolfsky' Zesîton, Escapist: Death is all around us. I am not upset by this.
by this.
⇒The Escapist stands up.
```

Say what you like about Gwolsfky, a full year of running away has made him a great dodger. His speed and armor protected him from harm.

<u>Spoiler</u> (click to show/hide)

```
The bookkeeper bashes The Werebear in the right lower arm with his copper
crossbow, bruising the fat!
The bookkeeper stabs The Werebear in the left upper leg with his *copper short sword*, fracturing the bone!
A tendon has been torn!
The bookkeeper bashes The Werebear in the right lower leg with his copper
crossbow, bruising the fat!
The bookkeeper stabs The Werebear in the right lower arm with his *copper
short sword*, tearing the muscle!
The Werebear attacks The bookkeeper but He jumps away!
The Werebear strikes at The bookkeeper but the shot is blocked with the
*copper shield*:
The bookkeeper misses The Werebear!
The bookkeeper but the shot is blocked with the
The bookkeeper stabs The Werebear in the right paw with his *copper short sword*, fracturing the bone!
A ligament has been torn and a tendon has been torn!
The bookkeeper misses The Werebear!
The Werebear strikes at The bookkeeper
The bookkeeper bashes The Werebear in the lower body with his copper
crossbow, bruising the fat!
The bookkeeper bashes The her crossbow, bruising the fat!
The bookkeeper bashes The Werebear in the right hand with his copper
                                                   in the left foot, tearing apart the fat
through the (reindeer leather shoe):
The Werebear latches on firmly!
The bookkeeper gives in to pain.
The bookkeeper loses hold of the (reindeer leather shoe).
The bookkeeper loses hold of the (alpaca wool sock).
The Bookkeeper shakes The bookkeeper around by the left foot and the
The left foot is ripped away and remains in The Werebear's grip!
                 Atorunib, Macedwarf has been found dead.
```

Sethatos tried his best, but his old age had made him frail. In the end, the werebear tore him to pieces.

```
The Werebear attacks The Armorer but He jumps away!
The Werebear attacks The Armorer but He jumps away!
Medtob onulmeng, Armorer: I must withdraw!
The Werebear bites The Armorer in the right upper arm, bruising the skin through the (pig tail fiber robe)!
The Werebear attacks The Armorer but He jumps away!
The Werebear grabs The Armorer by the upper right back teeth with its left hand!
The Werebear releases the grip of The Werebear's left hand from The Armorer's upper right back teeth.
Medtob onulmeng, Armorer: I must withdraw!
The Werebear kicks The Armorer in the lower body with its right paw, bruising the fat through the (pig tail fiber robe)!
Medtob onulmeng, Armorer: I must withdraw!
Medtob onulmeng, Armorer: I must withdraw!
Medtob onulmeng, Armorer: I must withdraw!
The Armorer stands up.
Medtob onulmeng, Armorer: Death... I am not upset by this.
Medtob onulmeng, Armorer: Death... I am not upset by this.
Medtob onulmeng, Armorer: Zefon Heathercrafts is dead. Grief? I feel nothing.
Medtob onulmeng, Armorer: Zefon Heathercrafts is dead? That did not shock me.

Medtob onulmeng, Armorer: I must withdraw!
```

Medtob has been biten. If he lives, his existence could take a very, very different turn. His armorer career is uncertain at best now...

Spoiler (click to show/hide)

```
The Werebear bites The Brewer in the lower right back teeth and the severed part sails off in an arc!

The Brewer punches The Werebear in the head with her left hand, bruising the fat!

The Werebear kicks The Brewer in the right lower leg with its right paw and the injured part collapses!

An artery has been opened by the attack!

The Brewer gives in to pain.

Oddom Zuglaródad, Brewer has been found dead.
```

Our brewer Oddom was also struck down... A tragedy no doubt.

Spoiler (click to show/hide)

```
The Wood Burner misses The Werebear!
The Wood Burner punches The Werebear in the left upper arm with her right hand, bruising the fat!
The Wood Burner punches The Werebear in the right upper leg with her left hand, bruising the muscle!
The Wood Burner punches The Werebear in the third finger, left hand with her left hand, tearing apart the hair and bruising the muscle!
The Wood Burner punches The Werebear in the left upper arm with her right hand, bruising the muscle!
The Wood Burner punches The Werebear in the left upper arm with her right hand, bruising the muscle!
The Werebear grabs The Wood Burner by the (yak leather coat) with its right hand!
The Werebear bites The Wood Burner in the right upper leg, bruising the fat through the (yak leather coat)!
Iden Oslanolin, Wood Burner: Our time in The Universe of Destiny is so brief... This does not scare me.
The Werebear scratches The Wood Burner in the left upper leg, bruising the bone through the (llama wool trousers)!
The Werebear strikes The Wood Burner in the lower body with its (yak leather coat), bruising the muscle and bruising the pancreas through the (alpaca wool shirt)!
The Werebear strikes The Wood Burner in the left foot with its (yak leather coat), bruising the muscle and bruising the pancreas through the (alpaca wool shirt)!
The Werebear strikes The Wood Burner in the left foot with its (yak leather coat), bruising the muscle through the (pig tail fiber shoe)!
Iden Oslanolin, Wood Burner: Death is all around us. I am not upset by this.
The Werebear strikes The Wood Burner in the head with its (yak leather coat), bruising the muscle and bruising the skull through the (giant crow leather coat) and the injured part is crushed!
An artery has been opened by the attack!
The Wood Burner gives in to pain.
The Werebear strikes The Wood Burner in the head with its (yak leather coat), bruising the muscle and bruising the skull through the (giant crow leather coat) and the injured part is crushed!
An artery has been opened by the attack!

*Iden Oslanolin, Wood
```

So was our wood burner, Iden. May she find the soul of her similarly-named husband and live happy in the afterlife.

Zefon Bokbonrigoth, Carpenter: I have a part in this. I will take revenge! The Werebear lets the Zefon Bokbonrigòth's left upper arm drop away as It attacks. in the left upper leg, bruising the The Werebear latches on firmly!

The Carpenter bites The Werebear in the right upper leg, tearing the fat! The Carpenter latches on firmly! nerves have been severed and a tendon has been torn?
The Werebear breaks the grip of The Carpenter's upper front teeth on The Werebear's right upper leg.
The Werebear shakes The Carpenter around by the left upper leg, tearing apart the left upper leg's muscle and denting the bone?
An artery in the left upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn?
The Carpenter misses The Werebear? The Carpenter misses The Werebear!
The Werebear shakes The Carpenter around by the left upper leg and the left upper leg collapses!
An artery in the left upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn! Zefon Bokbonrigoth, Carpenter: Gruesome wounds! I must not succumb to fear!
The Werebear locks The Carpenter's right ankle with The Werebear's left The Carpenter's right foot with The Werebear's left ankle collapses! A ligament in the right ankle collapses!
A ligament in the right ankle has been torn and a tendon has been torn!
The Carpenter bites The Werebear in the head, tearing the fat! The Carpenter latches on firmly! Zefon Bokbonrigoth, Carpenter: The battle rages... I laugh in the face of death! The Werebear breaks the grip of The Carpenter's upper front teeth on The Werebear's head.

The Werebear releases the joint lock of The Werebear's left hand on The Carpenter's right foot. Carpenter's right foot.
The Carpenter bites The Werebear in the right upper leg, tearing the fat!
The Carpenter latches on firmly!
The Werebear releases the grip of The Werebear's left hand on The
Carpenter's right foot.
The Werebear bites The Carpenter in the lower body, bruising the muscle
and bruising the guts through the (sheep wool cloak)!
The Werebear latches on firmly!
The Werebear breaks the grip of The Carpenter's upper front teeth on The
Werebear's right upper leg.
Zefon Bokbonrigoth, Carpenter: I've been injured badly. This leaves
me so shaken. me so shaken.
The Werebear shakes The Carpenter around by the lower body, tearing apart the lower body's muscle!
An artery in the lower body has been opened by the attack!
The Carpenter misses The Werebear!
The Werebear shakes The Carpenter around by the lower body, tearing apart the lower body's muscle!
An artery in the lower body has been opened by the attack!

The Markey in the lower body has been opened by the attack!

Zefon the carpenter, who took after Zuglarkun, has also fallen victim to the rampaging monster.

Spoiler (click to show/hide) The Grand Engineer punches The Werebear in the lower body with his left hand, bruising the fat!
The Grand Engineer misses The Werebear!
'Flame' Tomusdodók, Grand Engineer: I cannot just stand by. There is no need to feel vengeful. The Grand Engineer punches The Werebear in the right paw with his right hand, bruising the muscle!

The Grand Engineer scratches The Werebear in the mouth, tearing the left cheek's skin!

'Flame' Tomusdodók, Grand Engineer: This is my fight too. There is no need to feel vengeful. The Grand Engineer punches The Werebear in the lower body with his left hand, bruising the fat!

The Grand Engineer punches The Werebear in the right lower arm with his right hand, bruising the fat!

'Flame' Tomusdodók, Grand Engineer: I cannot just stand by. There is no need to feel vengeful.

The Grand Engineer misses The Werebear! The Grand Engineer misses The Werebear! 'Flame' Tomusdodók, Grand Engineer: Has the tide turned? I laugh in The face of death!

The Grand Engineer punches The Werebear in the lower body with his left hand, bruising the fat!

The Grand Engineer punches The Werebear in the left upper arm with his right hand, bruising the fat!

The Grand Engineer punches The Werebear in the left upper leg with his left hand bruising the muscle! left hand, bruising the muscle!
The Grand Engineer punches The Werebear in the upper body with his right hand, bruising the fat!
The Grand Engineer punches The Werebear in the right lower arm with his left hand, bruising the fat!

The Werebear punches The Grand Engineer in the left upper arm with its right hand and the injured part is smashed into the body, an pened by the attack! Grand Engineer has been found dead. Tomusdodók,

The greatest tragedy of all has to be Flame's death. Another founder bites the dust.

```
FPS: 100 (49)
                                                                                                                                                                                                                                                                              Dwarf Fortress
Citizens (13) Pets/Livestock (18)
                                                                                           Others (10)
                                                                                                                             Dead/Missing (30)
'Triaxx' Rimtardatur, Chief Miner Zas Lisedònul, Miner Zefon Amnekstinthäd, Engraver Bomrek Idenudib, Mason Nil Inethugosh, Mason Haerdalas' Thikutzedot, Veteran Medtob ònulmeng, Armorer 'Sarrak' Stinthädnol, Soldier 'Gwolfsky' Zesîton, Escapist
                                                                                                                                                                                                                                                                                                 Rest
                                                                                                                                                                                                                                                                                                Clean Self
Store Item in Stockpile
'Taupe' Febunol, Fields Supervisor
èrith Kogantad, Shearer
'Thoryane' Fikodtabar, Monster Slayer
                                                                                                                                                                                                                                                                                                No Job
No Job
Clean Self
```

Our numbers are now thirteen. Many of those have been crippled by the first werebeast attack, and three of us are suspected of turning into werebears themselves on the next full moon. I've ordered the three potentially dangerous dwarves into Vuohijumula's old squad, and renamed it appropriately. I shall now resign as overseer, as the year is over and my failures as leader have cost us greatly. Too many of my friends have died this year. I shall return to the fields, and hope I can one day find my peace of mind.

Deep inside, I know I won't. There is something evil here, something sentient, and malevolent. This was only the beginning.

Spoiler (click to show/hide)

SQUADS/LEADERS SQUAD POSITIONS Consideratn of Armrs 1. 'Vuohijuml' Kûbksn, Wrbr WATCH THE CALENDAR 2. AVAILABLE militia cantain 3. ANAILABLE A little cantain 3. ANAILABLE A little reminder. Don't miss the 25th of granite.

* * * * * *

The save is here: http://dffd.bay12games.com/file.php?id=11123 (http://dffd.bay12games.com/file.php?id=11123)

The last update had no picture. Sorry about that, deadlines and such. A few words on the turn list: I've registered everyone who asked for a turn, placing newcomers on a first-come-first served basis. For members of the original Murderflood, the names are currently organised by who first signed up for the original thread, like over a year ago. If we go with this system (system A), then technically Ghills is next in line as he was on top of the initial list. However, back before the save was dumped, Urist McKiwi was next in line, so If we pick up from there (system B) then he's next. Finally, Zuglarkun's been a huge help co-maintaining the frontpage, generating the worlds, and overall pushing this reboot forward. In a sense, it would really be a dick move not giving him the next turn, (System C), unless he's busy at the moment. It was always sort of implied that either of us would be kickstarting the new fort...

Feel free to voice your opinion about how we'll tyranically manage the turn orders from now on. There are a lot of people in line, this is a reboot, and no matter what we choose, someone is getting screwed over. We just need to find the way that makes it not my fault when that happens. the most convenient and fair for you guys.

PS: The frontpage now has more detailed information on dwarves, past and present. This include their notable deeds and roles, as well as the way they died. so far the founders and the named dwarves have been added, I'm not sure if I'll do a full list of the random dwarves, because that would be pointless and very impractical once the turn is no longer in my hands.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Sarrak on September 10, 2015, 05:25:26 pm

Gory, deadly, very interesting... We survived the first year!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on September 10, 2015, 06:04:02 pm

Hmm, so I may soon be a werebear myself, aye? Well, obviously I hope 'tis not so, but if such a thing were to pass... I would not want to harm the fort. I trust our next overseer to do what needs to be done, to any to whom the curse has spread.

(also, that was a LOT more painful than the first attack.... a pity perfectrags died, he really was overqualified for a migrant.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on September 10, 2015, 06:15:28 pm

Of all those wounded, only Bomrek is infected.

I think.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on September 10, 2015, 06:39:42 pm

Also, from the hints you gave, I was kinda expecting a far higher casualty rate...

And now you guys know what I was actually reffering to a few days ago :p

Quote from: Sarrak on September 10, 2015, 05:25:26 pm

Gory, deadly, very interesting... We survived the first year!

Yay! Good job, grossly half the fortress!

Quote from: TheFlame52 on September 10, 2015, 06:15:28 pm

Of all those wounded, only Bomrek is infected.

I think.

This is akin to "Doors stop magma, right?"

PS: I've progressively shielded the fortress from more types of opponents as I went, but a building-destroying flyer is still a real and present danger. Replacing the ceiling hatches with a bridge that seals the stairs could be a good idea. Or adding the bridges around the hatches, for a more finely tunable access to the roof. There was only so much I could do in a year with nothing but sand and werebears.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on September 11, 2015, 12:27:36 am

Quote from: Taupe on September 10, 2015, 04:53:40 pm

Feel free to voice your opinion about how we'll tyranically manage the turn orders from now on. There are a lot of people in line, this is a reboot, and no matter what we choose, someone is getting screwed over. We just need to find the way that makes it not my fault when that happens. the most convenient and fair for you guys.

O' Taupe you give me far too much credit. I'm still getting a turn down the line anyway so it doesn't have to be now. Besides, I just

finished my turn at Surprisepalace, and I'm picking up the turn on Constructivory over the weekend (not to mention I've got my own 18 year old fort to run). So even if I wanted to, I wouldn't be able pick up my turn. Getting rather burnt out on DF lately. So let me just graciously bow out and say I'll rather NOT go with [System C].

On the topic of werebeasts, I neglected to mention this but as far as I'm aware, only bites that penetrate the skin transmit the werebeast curse (so bruises and deflected hits don't qualify). Might be useful to know for whomever is picking up the save next.

As for fortress safety, let's just say neither hatches nor 1 z-level tall walls stop kobolds, much less flying building destroyers. When it comes down to it, I trust only bridges.

My recommendation is to remove the hatches, replacing them with floors and have roof access be from outside the fort instead of inside (using stairs or ramps). Put a bridge in a choke point somewhere to restrict access and to prevent "oh fuck which lever do I pull" panics. But hey, don't let me dictate how you want to play.

I have my own plans for defensible architecture that I'm planning to implement, once my turn comes around of course. I hope we have lots of blocks by then.

Next up, a closer look at our outpost liaison and pictures of the fledgling settlement!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on September 11, 2015, 05:23:47 am

Well I had a leg bitten off, so.... I think I might be infected.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Dumbestdorf on September 11, 2015, 05:35:24 am

Quote from: Haerdalas on September 11, 2015, 05:23:47 am Well I had a leg bitten off, so..... I think I might be infected.

On the bright side, it'll grow back.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 11, 2015, 07:06:39 am

Well I had a leg bitten off, so..... I think I might be infected.

Also once im not at work Ill pm both mckiwi and ghills. First to answer will dictate the ret of the list.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on September 11, 2015, 08:15:51 am

Oh bear. This is truly horrifying. I am sorry for what my character has done in his brief existence in Murderflood. I was secretly hoping to see him get attacked by his own foot when the inevitable corpse-party occurs. Oh well, such is life in the Universe of Destiny! I just hope we get through all this :D

As for the turn list, I'm ok for both options.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on September 11, 2015, 09:44:32 am

Master Miner, Master bear slayer, Master Smith, immune to were bearism. Is there nothing I can't do?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on September 11, 2015, 10:29:33 am

Quote from: Triaxx2 on September 11, 2015, 09:44:32 am

Master Miner, Master bear slayer, Master Smith, immune to were bearism. Is there nothing I can't do?

not boast

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **September 11, 2015, 10:59:00 am**

Quote from: Triaxx2 on September 11, 2015, 09:44:32 am

Master Miner, Master bear slayer, Master Smith, immune to were bearism. Is there nothing I can't do?

...Walk. 🛈

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Ghills on September 11, 2015, 02:30:13 pm

Well, that went typically for Ardentdikes. : (that I died though.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on September 11, 2015, 03:10:43 pm

Congratulation, you are alive however! Are you up to play a turn?

Both Ghills and McKiwi have been messaged. Whichever is first to respond positively gets the second turn, and we'll use the associated list for the following turns. If none of them respond favorably within 48 hours, we'll first assume this thread is cursed again, and then proceed with the next best thing.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Ghills on September 11, 2015, 06:24:26 pm

Quote from: Taupe on September 11, 2015, 03:10:43 pm

Quote from: Dumbestdorf on September 11, 2015, 05:35:24 am Quote from: Haerdalas on September 11, 2015, 05:23:47 am

On the bright side, it'll grow back.

I think that's our first quote right there...

Congratulation, you are alive however! Are you up to play a turn?

Both Ghills and McKiwi have been messaged. Whichever is first to respond positively gets the second turn, and we'll use the associated list for the following turns. If none of them respond favorably within 48 hours, we'll first assume this thread is cursed again, and then proceed with the next best thing.

Sure.

Be warned - I generally use Phoebus and not ASCII, so my updates will take longer than yours since I'll have to sort out the tile meanings.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on September 11, 2015, 06:55:34 pm

Quote from: Ghills on September 11, 2015, 06:24:26 pm

Sure.

Be warned - I generally use Phoebus and not ASCII, so my updates will take longer than yours since I'll have to sort out the tile meanings.

Yeah ascii is a bitch at first, but dfhack helps a lot. Clicking on things to know what they are is very very helpful. The default tileset seem intimidating, but it's by no mean the most off-putting aspect of dwarf fortress. If you already know how the game works, the interface will come easily to you. It really looks more complicated than it actually is, and convincing yourself to give it a shot was the hardest part of your learning experience. That's not an understatement. I never touched ascii before jumping into it blind and absolutely shit-faced for DRUNK fortress, and I somehow understood what I was dealing with. It's just like a pool. The water stops feeling so cold once you actually dive right into it with a deep breath. That being said...

A very basic ascii guide to what Murderflood contains:

% is a barrel, many a food stockpile

■ That's a wooden log, ours are copperish/beige because we have highwood. They look like a fatter version of a stockpile tile.

-- Stockpiles. Highlights to green when selected

[That's a piece of clothing. You'll find many around. Morphing into bears and dying does that to a place.

/ are weapons, or picks. Color match the material, in our case mostly copper

O are coffins. We have like 12 right now.

The round \mathbf{n} next to them are of course slabs

= Tables look just like a table should look. If tables needed a single leg.

 ${\mathbb T}$ Chairs are like tables, but obviously they need two legs.

 $\ddot{\mathbb{I}}$ and $\sqrt{\ }$ are armor and weapon racks. Don't even ask.

ó That's a lever. We have three, and **N**otes will help you locate them. I'm not sure the zombie crusher was completely linked.

Θ That's a bed. Four in the barracks, 6 in the lower dorm.

A filled rectangle is an unused block, of the corresponding stone color. Microcline and Rhyolite is what we have.

A filled flat oval is a boulder, and uses the same color scheme. You'll find them mostly in the lower level.

are gems.

• are cut gems. Color coded for convenience, like rocks.

Moving letters are creatures. Those same, unmoving redder letters are their corpses.

Workshops vary, but they are hard to miss (3x3). To know how many (or if we have any) of a workshop already, the building menu for workshops will state how many currently exist.

The fortress is young, and apart from that, there shouldn't be many things lying around. If you have trouble, just click on stuff and dfhack should tell you what the hell they are. It's a bit confusing at first, but once you understand the basics your df reflex will kick in and you'll get the hang of it. Cycling between **a** lerts, **r** eports and **u** nits will help you find the problems that really matter by zooming on them. The stock menu is also a good way to know what we have (instead of browsing around) and can also be used to zoom to the things you want. Use the manager if you don't care about locating every workshop all the time. that's what I do in succession game, not because of the tileset, just because it's simpler than understanding where things are, and a flow of cancellation spam will tell you anything you need to know about poorly designed industries.

Good luck and have fun! Remember, it's easier than it looks!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on September 11, 2015, 09:35:20 pm

Alas, my time zone meant I couldn't get in fast enough. Chuck me somewhere on the list for later...just don't take a year to get there, M'kay?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on September 11, 2015, 10:18:17 pm

Quote from: Urist McKiwi on September 11, 2015, 09:35:20 pm

Alas, my time zone meant I couldn't get in fast enough. Chuck me somewhere on the list for later...just don't take a year to get there, M'kay?

Yeah, not spending three months on the average turns is pretty much my focus. The original turn order was Ghills Triaxx Me You, so I'll just put you on year 4 here. You won't be waiting too much. Sounds fair?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)
Post by: Urist McKiwi on September 12, 2015, 01:02:03 am

Quote from: Taupe on September 11, 2015, 10:18:17 pm

Quote from: Urist McKiwi on September 11, 2015, 09:35:20 pm

Alas, my time zone meant I couldn't get in fast enough. Chuck me somewhere on the list for later...just don't take a year to get there, M'kay?

Yeah, not spending three months on the average turns is pretty much my focus. The original turn order was Ghills Triaxx Me You, so I'll just put you on year 4 here. You won't be waiting too much. Sounds fair?

Seems good to me.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on September 12, 2015, 04:41:50 am

why not just install the phoebus graphics pack? i hoinestly think its one of the best and shouldnt mess anything up.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on September 12, 2015, 06:02:52 am

ASCII is the best. And we're trying to avoid anything that'll cause a problem.

Besides, when in doubt 'k'.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Gwolfski on September 12, 2015, 06:07:36 am

I get headache from ascii. have you modded raws while generatring the wotld? if no, phoebus will NOT interfree with dwarffortress.exe running its calculations. I know i shouldnt say this, but ascii is ... not good at all. afters seeing stuff like phoebus

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on September 12, 2015, 08:11:32 am

Look, I don't mean to step on anyone's toes, but I'm afraid I will have to side with Gwolfski.

OK, so two things you all need to know.

Firstly, the world was genned in 40.24 (*latest version as far as I am aware*), DF Starter Pack r15 (PyLNP) in **Ironhand** tileset, Printmode: 2D. I overwrote the raws to ASCII before passing the save the Taupe. So if there is a small chance of raw corruption from overwriting tilesets, than I'm afraid I've already started the rockfall that would result in a landslide.

Secondly, I just don't agree with tilesets being the issue. I know with our prior experience, there are some real fears about game crashes that would undo everyone's progress up to that point. Its better to be safe than sorry, but the problem with old Murderflood being unplayable and crashing comes down to save crashing and poor FPS just being a poor combination.

The game crashing was due to the old fort being (1) brought forward about 10 versions, (2) FUCKING TREES and CONSTRUCTIONS not playing well with each other in this version and (3) the raws being modded (*I know because I spent some time looking over the raws to find out why DFHack would not work and the tilesets would not display properly.* Lo and behold I found traces of TEHLOLMOD in the raws for old Murderflood).

The new Murderflood should not have most of these problems, being genned in the latest version without any tampering to the raws (game is still vanilla as far as I know even with the tileset overwrites), as well as being desert all around. Sure there is still a risk of crashing, with the most crash prone trees being the very rare highwoods. But it can be worked around, hence the "floor before you build" rule. 4 tiles worth of floors in all directions (diagonally too) should prevent any and all tree crashes. As long as we stick to this and try to preserve FPS, I don't see how its gonna be a problem.

I'm no DF veteran, but with years of reading old forts like Boatmurdered and playing MUDs like Angband, I'm not unused to the ASCII imagery and I think I've got a good handle of what the various icons are. I don't think its a problem to decipher them when the forts *clean and neat*. But a few years into the fort? Man shit is every-fucking-where, can't tell one item from the other, and using [k] on every fucking thing is just tedious. By then, the fort is already a headache all around to manage, not being able to decipher shit just pours oil onto the dumpster fire.

TLDR: If it comes down to it, I don't think playing in ASCII is that big of a problem for me at least. Tedious but not impossible. But as long as it does not fuck with the save game, I would strongly prefer to play in the tileset of my choice.

P.S. Sorry about the venting, but vanilla ASCII is just... a headache.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Sethatos on September 12, 2015, 08:46:27 am

I was like, "Oh I should check the thread, I wonder if I'm dead yet." Yep.

Oh well, great Fort still

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on September 12, 2015, 09:30:46 am

Well, reading from Zuglarkun, I guess tilesets arent such a deal if people revert the save to default before handing it over. So do as you please, people.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on September 12, 2015, 10:25:38 am

I'm in the against camp, but as long as the game keeps working, I don't really care.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on September 12, 2015, 10:41:59 am

I'm sorry if the points I made came off a little harsh, I just thought that those issues were already addressed and explained in the previous thread and were just unrelated in anyway to tilesets or graphics.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on September 12, 2015, 11:04:00 am

The thing is that two of my turns were incredibly difficult because nothing looked like it was supposed to. Chances are that was a cross versioning issue, but when you've learned to look for one thing and find that you've got to search for something completely different, it makes it hard to play.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on September 12, 2015, 11:14:51 am

Yeah I took the turn after you and encountered that same problem. To be honest, I'm encountering the same problem (again) with my turn in Constructivory and after looking into the issue, I think its largely a graphics pack issue. Seems like folks installed the tilesets and graphics pack then changed the tileset back to ASCII without removing the graphics folder from the raw folder in the save (graphics pack concern the sprites for dwarves and creatures, whereas tilesets deal with everything else).

Like THIS (https://www.reddit.com/r/dwarffortress/comments/3ak71d/my_tileset_is_broken_by_gemset/) perhaps? Cause that's what I encountered. Or is your problem different?

EDIT: Come to think of it, i remember some of the rock layers being presented in a different tile set than from what I'm used to as well. You might have a point with it being some tile set problem.

EDIT EDIT: OK tilesets being b0rken in old murderflood is definitely not a problem with the tileset **NOR** the 10 versions the previous fort was played over. So its not a cross versioning issue. Turns out it was a problem with LNP r8. Detailed here (https://www.reddit.com/r/dwarffortress/comments/3174c1/tileset_problem/). So fucking tired of all this investigative work.

Carry on! Nothing to see here.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on September 13, 2015, 07:36:38 am

Quote from: Triaxx2 on September 12, 2015, 10:25:38 am

I'm in the against camp, but as long as the game keeps working, I don't really care.

Same here. I usually use Phoebus, but for this fort I'm going to use a version without any modifications. Don't want to mess anything up.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Dumbestdorf** on **September 13, 2015, 11:16:40 am**

Yeah, I pretty much don't care one way or another. I'm used to play with Phoebus as well, but if the rule stays on ASCII I'm fine with that too.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Dumbestdorf on September 18, 2015, 03:10:15 am

... Is this thread suddenly becoming like the previous one?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on September 18, 2015, 05:50:07 am

I think we are just waiting on the current guy's turn. He has 2 weeks to get the turn in, so he still has time. If he DOESN'T get the turn in on time, things will continue without him, so the thread will not get bogged down for too much longer, either way.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Dumbestdorf on September 18, 2015, 05:53:08 am

Oh, sorry, I guess I should have checked the last posts he made. It felt like quite a long time, but that's just me being impatient.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **September 18, 2015, 06:12:40 pm**

I contacted Ghills yesterday about this, and got no answer so far. We'll see where this goes.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Ghills on September 19, 2015, 09:32:31 pm

I've got the save and I'm playing it. Illness struck so not much progress and this is not going to be the world's most entertaining turn.

So far, my only orders as overseer have been to Prepare Meals and Stop Fishing, Dang It, The Water Is Evil. Yes, You, Squirtedoil, Stop It.

Re: Tilesets

I just pasted the save in and loaded it without changing any of the raws. It does show up with some items graphical and some not. I'm just going with it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on September 19, 2015, 11:38:08 pm

Quote from: Ghills on September 19, 2015, 09:32:31 pm

I've got the save and I'm playing it. Illness struck so not much progress and this is not going to be the world's most entertaining turn.

So far, my only orders as overseer have been to Prepare Meals and Stop Fishing, Dang It, The Water Is Evil. Yes, You, Squirtedoil, Stop It.

Re: Tilesets

I just pasted the save in and loaded it without changing any of the raws. It does show up with some items graphical and some not. I'm just going with it.

Get well!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on September 20, 2015, 08:54:23 am

So I've lost several of y keys o the keyoard. So as log as there's a week efore y tur starts it wo't e a issue. Otherwise, updates will look a little weird.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on September 20, 2015, 08:56:06 am

Quote from: Triaxx2 on September 20, 2015, 08:54:23 am

So I've lost several of y keys o the keyoard. So as log as there's a week efore y tur starts it wo't e a issue. Otherwise, updates will look a little weird.

hapened to me once. somehow manage to wade through it by a) using on-screen keyboard and b) walking the keyboard againt the desk every 5 minutes.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **September 23, 2015, 06:15:16 am**

I got a new one, so I'm ready for the turn when it comes up.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on September 23, 2015, 12:50:55 pm

Hey, looking to be dorfed as Blitz Gamer, Male, Traveler, weapon smith. pls n ty

Must like blue

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Sanctume on September 23, 2015, 12:55:52 pm

PTW. Requesting to be dwarfed, "Sanctume", male or female, and military volunteer, volunteer for bearism too.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Haerdalas on September 25, 2015, 07:11:36 am

I hate to be the one to bring this up... but it has been two weeks now since Ghills got the turn. That's.... kinda the time limit that was set.

Could we get a progress update please?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on September 25, 2015, 09:15:42 am

Quote from: Haerdalas on September 25, 2015, 07:11:36 am

I hate to be the one to bring this up... but it has been two weeks now since Ghills got the turn. That's.... kinda the time limit that was set.

Could we get a progress update please?

Indeed. It has been fourteen days now. Once im back from work, I'll be messaging Ghills to make sure he reads this. Triaxx is next. We'll wait for a day then see if Ghills has a save to upload we can continue from.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on September 25, 2015, 01:18:17 pm

Triaxx is ready, willing and wants a bloody break from Supreme Commander Forged Alliance.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: DuckThatQuacks on September 25, 2015, 10:29:09 pm

I'd like a turn, if I may.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on September 26, 2015, 06:44:43 am

Quote from: Triaxx2 on September 25, 2015, 01:18:17 pm

Triaxx is ready, willing and wants a bloody break from Supreme Commander Forged Alliance.

Ghills was messaged. If he hasn't responded by tonight, I say just grab the save from the end of my turn and go nuts...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Ghills on September 26, 2015, 01:25:42 pm

I'm sorry, I'm still pretty sick and finding a new roommate (our old one flaked out), so I haven't been able to play much. *hangs head in shame* Just skip me and go to the next person, sorry about this.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on September 26, 2015, 03:47:40 pm

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

No problem. I'll grab the save and get at it post haste.

Post by: **Taupe** on **September 26, 2015, 05:04:16 pm**

The thread attacks the player Ghills with its left curse.

The player takes the full force of the impact...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Ghills on September 27, 2015, 08:59:44 pm

Thanks for not being upset, guys.

Quote from: Taupe on September 26, 2015, 05:04:16 pm

The thread attacks the player Ghills with its left curse. The player takes the full force of the impact...

Funnily enough, it's my left ear that I'm having a hard time hearing out of.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on September 27, 2015, 09:31:10 pm

As is tradition it seems, my tenure begins with a truly epic hangover. Many dwarfs find it strange that I get hung over, when no one else seems to, but frankly, I don't think about it any more.

My first task, is to organize the workshops. For now, they'll be below ground. Hopefully we'll be able to move to the surface sometime, but that might require draining the lake and replacing it with magma. For now, I'll go with my traditional layout. Three levels of 5x5's, with corner stairs, and one door wide entrances. This allows any one who is in a mood to be sealed in, should something horribly go wrong.

It also allows for two configurations. Most things will have raw materials on the bottom level, and finished goods on top, with the workshop itself in the middle. The Western end however, will be reserved for Magma Forges, Smelters Kilns and Furnaces. Those will be able to have the forges on the lowest level, raw materials above, and finished goods on top.

We have elves. They arrive as we're working on the workshops. I don't think we have anything for them, and then some one comes racing up to inform me we don't have a trade depot. Umm... oops? I order one built outside. As dangerous as that is, nothing is actively trying to kill us, and so it should reasonably be safe?

Oh, hang on a minute. We have a trade depot. Or rather the plan for one. No one can actually architect. Or perhaps they've died. Sigh. There's also a mangled dog corpse stinking up the place. I assign Nil, one of the masons to architecture, and tell him to get on with it. Meanwhile, Thorayne takes up the job of manager, since she's pretty well suited for it. She also takes over book keeping, since she's the only one that wants it. If I can't hit it with my Pickaxe, I'm not interested and while she's more an organizer I'm certain she'll either get the hang of the counting thing or she'll suffice until someone else arrives who doesn't have to remove their shoes.

A vile mist rolls in. I've ordered the doors left open for the moment, and the bridges down, but the alert has been sent out, and now we're confined inside. If anything bad occurs, we'll lock the doors and close the bridges and hope it goes and eats the elves instead. For the moment they're still milling around while we mason up the trade depot.

Oh sweet Armok, and now migrants. Coming around the lake. Naturally. They get in safely, and the merchants have decided to bug out,

so I order the doors locked behind the migrants. There's nothing in sight though, so we leave the bridges down for the moment. I've also ordered up 10 additional slabs, just in case.

Oh for the love of Armok, now we've had a strange mood. And just my luck, a bloody possession. As if the haunted lake weren't enough. I need a drink. Yes, I am aware I have a full mug. No, I do NOT care.

Chief Miner Triaxx, Slate 26 Year of OH Sweet Armok.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on September 28, 2015, 03:08:12 am

Any potential architects, masons or potters in the latest migrant wave? Requesting to be redorfed as one of those if possible and enable building designer labors if not already enabled.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on September 29, 2015, 09:05:54 pm

Inod Noramoltar, has claimed a craftdwarfs workshop. And wow, he's instantly started a mysterious construction. Rhyolite, Silver Nuggets and Granite. Could be awesome?

Work continues at a fever pitch on the workshop levels, and so does Inod on his creation. Eventually it's revealed to be a Granite Piccolo, encrusted with Rectangular Granite, and Cushion Rhyolite Cabochons and encircled with bands of oval Native Silver Cabochons. It's absolutely beautiful, but well, lets be honest, it sounds like a sick elephant with a head cold. Then again, that might be the 'musician'. He's never met a song or an enemy he didn't manage to butcher. Sanctume fortunately will have far more chance to do the latter. I would suggest letting him play to demoralize the enemy, but it would also demoralize our forces.

A bowyer named Blitz Gamer has also come along. I'm not sure what a Blitz is, but he's been dicing and making crossbows, so he must be kind of useful at least. We also now have a chief medical dwarf, even if the list says that the ability to tell if someone is injured is apparently not a skill useful for a doctor. Can't understand that.

One of our masons has, for some reason declared himself the resurrection of Zuglarkun, and calls himself the second. Annoyingly, he refuses to accept that he'd have to be born after Zuglarkun's death to be reincarnation. Technically, this is possession. However, since that's nine-tenths of a law we don't have, I'll just ignore it.

More Migrants? Urgh. We're going to need more bedrooms. Another vile mist appears, but sweeps northwest of the fortress. I issue an alert, then cancel it as the mist sweeps past. I'm going for another drink.

Chief Miner Triaxx I can't tell the date.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 29, 2015, 10:44:44 pm

How did things go with the potential werebears? Did any additional dwarves turn?

PS: Just a reminder that Dumbestdorf still has a pending dwarfing request, if any of the migrants fit the bill. He asked for Nujux, a stupid male dwarf, ideally turned into a woodcutter.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on September 30, 2015, 08:55:03 am

No werebears at all. Knew I was missing a dwarfing. I'm still hoping burrowing will turn up a cavern, so we can do some log cutting.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on September 30, 2015, 10:04:59 am

Wait, getting my FOOT bitten off didn't infect me? Hah, take THAT logic!

So, give me a splint, and (more tricky) a competent doctor, and I can be a functional part of the militia anyway. IIRC, dont crutch-bearers eventually actually get faster than normal dorfs? Was that only in an older version?

(On a related note, how badly off an I right now? Slowly learning to use a crutch? Injured but resting? Bleeding out in a corner somewhere?)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: crazyabe on September 30, 2015, 10:09:45 am

Could i get a Dwarf, Insane Doctor/Swords dwarf by the name of CrAzY UriST

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on October 01, 2015, 12:43:17 pm

Oh where the heck am I this time? Better take stock of the situation. Let's see, lake giving off concentrated evil, dead coming back to life, and I'm surrounded by insanity. Must be Tuesday. Looks like this place could use some of my patented Quick Load crossbows.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on October 01, 2015, 01:41:52 pm

May I have the first to arrive dwarf from the next wave? Or if he's a perfect fit for someone else who wants to be dorfed, then the second one. Or third, or whatever. I have no requirements.

I'd like to have him named "Vuohi-Pera", claiming to be a long lost and then found relative of Vuohijumala.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 02, 2015, 08:35:06 am

Nujux the wood cutter came knocking on my door asking to be assigned to fell trees. I flung the previous occupant, our chief medical dwarf who's been calling himself CrAzY UriST, and attempting surgery with a sword, at him. They tumbled down the hall. I slammed the door and built something heavy in front of it.

Of course then I had to deconstruct it instead of mining out because I was on the second floor of the surface keep.

Cavern found. Right where I was planning an underground dining room. Sigh. I've ordered a couple of walls and doors erected. I've also

been informed our master mechanic, who turned up in one of the migrations has named himself Vuohi-Pera.

Unfortunately, we've just lost two dwarves. There's a giant earthworm corpse that turned up just as I was dealing with a pair of kobold thieves on the surface. I've ordered the military to assault the worm. We lose another dwarf, none of them anyone important before the worm is rendered into a fine film splattering everyone.

Fortunately, we have a hospital. Unfortunately, care isn't very good. I did have some wooden buckets made, so the patients can be watered.

Chief Miner Triaxx 8th Limestone.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 02, 2015, 10:51:48 am

Oh shit right. The lake doesn't see a lot of visitors but rhe caverns will turn into an undeath clusterfuck soon enough...

Hopefully the lack of ressources and aboveground focus will keep the wealth and invader count low.

What's our population, out of curiosity? And how many fighters do we have at the moment?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on October 02, 2015, 11:32:40 am

Quote from: Taupe on October 02, 2015, 10:51:48 am

Hopefully the lack of ressources and aboveground focus will keep the wealth and invader count low.

We're doing well thus far, lets just hope our friendly neighbors to our west don't decide to pay us a friendly visit bringing gifts, they... don't really give a shit about wealth or numbers.

Triaxx, could you post a pic of the civilization screen once the humans arrive? The news screens as well, if we receive any outside news that is. Going to update the 1st page with their Legends info once we learn who they are (I just did a stealth update for the kobolds a few days back).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on October 02, 2015, 06:28:52 pm

Would like to see my dwarf's info pls

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 03, 2015, 06:58:22 am

We have thirty one dorfs as of now, with 8 military dorfs.

The season for a human caravan has passed so far as I can tell, and we don't seem to have a human civ on the list..

Blitz Gamer has been complaining about wanting his glories known to all the world. I told him to write them down and I'd add them to the journal. This (http://i290.photobucket.com/albums/ll274/Triaxx2/BlitzDorf_zpsm1umryie.jpg) is what he came up with. Seems a bit long winded to me, but all I have to do is attach it so it's fine.

And now one of our bone doctors has withdrawn from society and claimed a craftsdwarf workshop. It's not in the new workshop area, so hopefully his tiny brain doesn't explode. Meanwhile, Thorayne has been removed from the position of manager. She seems happier running the military, so I'll leave her to that.

Speaking of military, as multiple full moons have passed with no werebears (Where bears? There Bears. RAAGH. gurgle.) I've decided to let our second squad go. Meanwhile, the dwarven caravan has arrived. The wagons went by, but the pack animals are headed in. I've ordered someone to watch out the windows for a vile mist. It always happens around this time and I'm suspicious.

Then again, we've got bugger all to trade, so I'm not going to pay any attention to it. Thorayne's been alerted that we have incoming liason, who'll want to talk to her. She seems... excited. I've decided not to think too hard on that.

Good news comes however. At level 112 of the world, as the stairs descend. I've been informed that we have found warm stone. And down at 108, we have semi-molten rock. Umm... I am sensing something horrible. It's time to start making a plan to get out of here. I'm going to have to build a wind up me, to stay and die in my place.

For the moment, I've ordered a set of exploratory tunnels around the magma location in the hope of finding a cavern to reveal the magma. We manage to get one anvil out of the caravan. We need that workshop area completed, but I've not got enough miners.

Chief Miner Triaxx Stardate Supplemental.

Our moody dwarf is not asking for anything else, but he's not started anything. Um...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on October 03, 2015, 08:27:26 am

I would also like to see Vuohi-Pera! Thanks in advance.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Dumbestdorf on October 04, 2015, 02:06:21 pm

This is a truly horrible piece of paper. It menaces with stains of grease and unidentified matter.

Arrived here a few weaks weeks bak. Went to Overseer Triax, cause found not trees to cut. Love cutting trees. Triax said some thing about stiking trees were the sun does not shine. What was I wanted. Trees must be cut. Then bring logs in fortress, where the shun does not sine. Told Triax that. Got kicked into other dwarf who drools and bables. This whole haul hole in the groumd is bad place.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on October 04, 2015, 07:49:56 pm

Travel log of Blitz Gamer:

This over seer seems to really have a bad opinion of me, I just wanted the others here to know me better, and he treats me like some

stuck up jack-ass.

Still, my crossbow making skills are really improving, something about this dimension I guess.

in the first cavern level. And the military to go berserk on the Giant Toad Corpse down there.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 05, 2015, 03:39:00 pm

Dumbestdorf was whining about trees. Since he hasn't noticed we're in a desert, I've ordered him to go berserk on the woody mushrooms

Also, we've lost a few dorfs. A dyer, who lived up to the name. Our BREWER. Worst of all Vouhi-Pera got splatted. No idea why any of them were even down in the cavern. They had no reason to be there. At all. And for that matter, I thought the doors were locked tight. It's been busily biting the heads off of any dwarf that came close. Fortunately, the military manages to dispatch it. The Monster Slayer beheads the beast, ending it's rain of tyranny.

Blitzgamer is doing well at his crossbow work. I'm not sure what his problem is, he's acting like he's trying to run the place and his job is to make things to shoot people with. I just ugh...

And now a cave crocodile. Fortunately the dorf in question manages to hold off long enough for the Monster Slayer to arrive and one shot it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on October 05, 2015, 04:08:47 pm

Noooo, Vuohi-Pera! I didn't even get to know him! :D Was it that rotten oversized frog which got him?

sigh - I guess I'll have to find yet another dwarf then.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on October 05, 2015, 04:18:17 pm

Quote from: Vuohijumala on October 05, 2015, 04:08:47 pm

Noooo, Vuohi-Pera! I didn't even get to know him! :D Was it that rotten oversized frog which got him?

sigh - I guess I'll have to find yet another dwarf then.

Welcome to Murderflood!

- -Incredible view!
- -Great job opportunities!
- -Die every year!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Blitzgamer on October 05, 2015, 04:29:11 pm

Travel log of Blitz Gamer:

Well, that was unexpected, I think I had better steer clear of the caverns, and the overseer, dude really seems to have an issue with me.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 05, 2015, 04:47:14 pm

Yeah, got his head bitten off I believe.

Look when you mood out and make an artifact crossbow, or start turning out masterworks, then we'll talk. Seriously though, when it comes to Snow White, I'm definitely the grumpy dwarf.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: crazyabe on October 05, 2015, 05:22:36 pm

This sounds fine to me (https://wiki.teamfortress.com/w/images/c/c5/LetsGoPracticeMedicine.wav?t=20110701111414), and my dwarf :P

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on October 07, 2015, 12:19:43 am

The various turns and journals are archived now on the first page. I took some creative liberties with the naming of Triaxx's logs. Traixx -> Let me know if you'll like them removed or renamed for whatever reason.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on October 07, 2015, 01:47:19 am

Quote from: Zuglarkun on October 07, 2015, 12:19:43 am

The various turns and journals are archived now on the first page. I took some creative liberties with the naming of Triaxx's logs. Traixx -> Let me know if you'll like them removed or renamed for whatever reason.

Nice job buddy. You're really bringing this thread's lore and details to life. On a similar note, the dwarfed players are now up to date, unless I'm missing somebody. Six of the 17 named dwarves have perished so far, in about a year and a half. This place is going places.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 07, 2015, 07:00:05 am

Blitzgamer thinks I have a problem with him. I'm not sure where he got that idea. To appease him, hopefully, and stop him wandering around, wailing, I've ordered a Bowyers workshop built. I've also asked the Manager, whom... Is a complete nobody. Anyway, he's been asked to see to an order of crossbows.

As I'm working on this, I'm forced to grab my pickaxe and fend off a Blind Cave Ogre. I hold it back long enough for the military to arrive, and after some minor acrobatics, one of our swordsdwarves manages to split it's head with copper short sword.

Well, it looks like BlitzGamer isn't going to be making much of anything for a bit. His left arm is mangled pretty badly. I guess that Ogre did some damage.

Now we've got another strange mood. And it seems the last one never ended. I guess the dwarf died from thirst while trying to collect all his goods. The miner has claimed a spare mason's workshop. We're up to three of them, so it's not much of an issue. And he almost immediately starts work. That was easy.

It's a granite coffin, named Joinbolted. That's not really a good sign. Like, at all.

Chief Miner Triaxx, 11-01.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on October 07, 2015, 11:19:33 am

Blitz Gamer's Travel Log:

OW OW OW! This is just great, my freaking arm. I must be really off my game for this to happen. I wish I had some stimpacks, those would fix me right up. Alas, Brok Flower and Xander Root do not exist on this plane. Hopefully the doctor can get me fixed up.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 07, 2015, 01:03:40 pm

There are hotkeys now for the new workshops (F3), The first cave entrance (F4), the Second Cave Entrance (F5), and the catacombs (F6).

Maybe we shouldn't let anyone know all our doctors seem dead. Except the chief medical dwarf who's busy making rock mugs. I promoted a Fishery Worker and Thresher to the position of doctor. I mean, gutting fish and bashing wheat against a board to remove all the grains is almost as good as actually being skilled at doctoring. Right?

I've planned out all the doors for the currently dug workshops. Upshot to all this, is we found some silver while digging out the workshops. Soon enough, we'll be able to make hammers. For the moment, I've ordered a few weapon traps with a single green glass serrated disc placed in front of the doors to the caverns. It'll be enough to slice up most of the less threatening creatures, and could injure the more dangerous ones. That should stop the critters from getting into the fortress.

As I say that another cave Crocodile turns up, and kills a dwarf. The military, races in, bashes it in the head with a copper warhammer, and then vanishes like a bunch of half-size batmen. It's moderately disconcerting I admit. There's also a minor troglodyte infestation. I order the military to deal with that as well. They get to the ones they can reach, and then disperse. It's kind scary.

I'm busy planning out bedrooms and ordering the construction of beds, when there's a scream. This isn't an unusual turn of events, but we have a Forgotten Beast by the name of Spugac Simo has come. It's an Enormous Hairy Pterandon, and it's been spotted breathing fire. Thankfully, for the moment at least it's sealed in the lower caverns, and so it's A) Not an immediate threat and B) soon to be my successor's problem.

On the other hand, our Bookkeeper is now also our Mechanic and he's both gotten a handle on the book keeping so we know what we have, but he's also got the traps very nearly installed. My successor is of course free to replace the traps with full bunches of weapons if he wishes. I suspect they'd be less than effective at dealing with a Forgotten Beast.

Well, that's nice. The beast has managed to set the second cavern layer on fire. He's busy fighting Bugbat's it seems. This is absolutely fantastic. It manages to keep him busy until it's time.

All dwarves gather in the meeting hall. High over my head, I raise the golden, gem encrusted key to the overseer's Liquor Cabinet. Then I draw it down, and give it a mighty heave into the air. Whomsoever catches it will be overseer next.

And then I cheese it before they realize I drank the entire cabinet.

Chief Miner Triaxx, 1st Granite year 202 of our great lord Armok. QUACK!

The Save: http://dffd.bay12games.com/file.php?id=11194

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on October 07, 2015, 02:05:02 pm

If anyone is upset by blitz being aware of other universes, let me know and I will stop it

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on October 07, 2015, 02:40:08 pm

Quote from: Blitzgamer on October 07, 2015, 02:05:02 pm

If anyone is upset by blitz being aware of other universes, let me know and I will stop it

Fourth wall breaking is a mixed bag. Depending on how it's done, you'll end up with either a new and fresh perspective, or just chunks of wall cluttering the place. Subtlety is your friend in this.

Also Triaxx, I assume you are now officially done with your year? I'll make sure to contact McKiwi right away to let him know he's up next. all that's left now is to upload the save. Good job on your turn, too! I'll be sure to load up the file and check how the place has progressed.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 07, 2015, 03:17:50 pm

Quote from: Taupe on October 07, 2015, 02:40:08 pm

Quote from: Blitzgamer on October 07, 2015, 02:05:02 pm

If anyone is upset by blitz being aware of other universes, let me know and I will stop it

Fourth wall breaking is a mixed bag. Depending on how it's done, you'll end up with either a new and fresh perspective, or just chunks of wall cluttering the place. Subtlety is your friend in this.

Also, it was kind of McDuck's *thing* in the original Ardentdikes. So if done *well* then it's pretty fun. Take a read of how DuckThatQuacks pulled it together and see if anything would work here. :)

Alas, no Sir Humphrey Cactusson in this save so I can't RP as a cactus. I am very disappointed in you all.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on October 07, 2015, 04:27:40 pm

Any idea how my poor dorf is doing with his singular foot? Still an active member of the military and all?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Blitzgamer on October 07, 2015, 04:34:37 pm

Blitz's thing is awareness of being in a video game and quick references to other games, that's about it

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 07, 2015, 07:43:00 pm

Sorry to break it to you Haerdalas (awesome ref), you've been dead since before I started I believe? You may have bled out at some point. We kind of went through a lot of doctors.

I'll upload the save this evening.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 07, 2015, 07:45:24 pm

Quote from: Triaxx2 on October 07, 2015, 07:43:00 pm

Sorry to break it to you Haerdalas (awesome ref), you've been dead since before I started I believe? You may have bled out at some point. We kind of went through a lot of

On the plus side, your dwarf's description now has more colors!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 07, 2015, 09:24:37 pm

There's also a ghost who's body I can't seem to find. He popped up in the last month or so, and I don't think I remembered to have a slab done for him.

The Save: http://dffd.bay12games.com/file.php?id=11194

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 07, 2015, 10:39:50 pm

Downloaded the save. Let's have a look.

Hmmm. Yes. That is a lot of fire, isn't it?

First things first, I'm going to mess with the first cavern layer a little (a nice bridge for the entrance). Then I'm going to take stock of what we have here. From this stage it looks like "Not much", but that's something, at least!

Edit: Actually, first things first, let's make some more farms and get some drinks brewed so that people aren't running outside to drink from the lake. I don't trust lakes. And start some plans....there's a nice little sandy outcrop that looks just right for future fortification.....once we've got a few more people.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 07, 2015, 10:50:21 pm

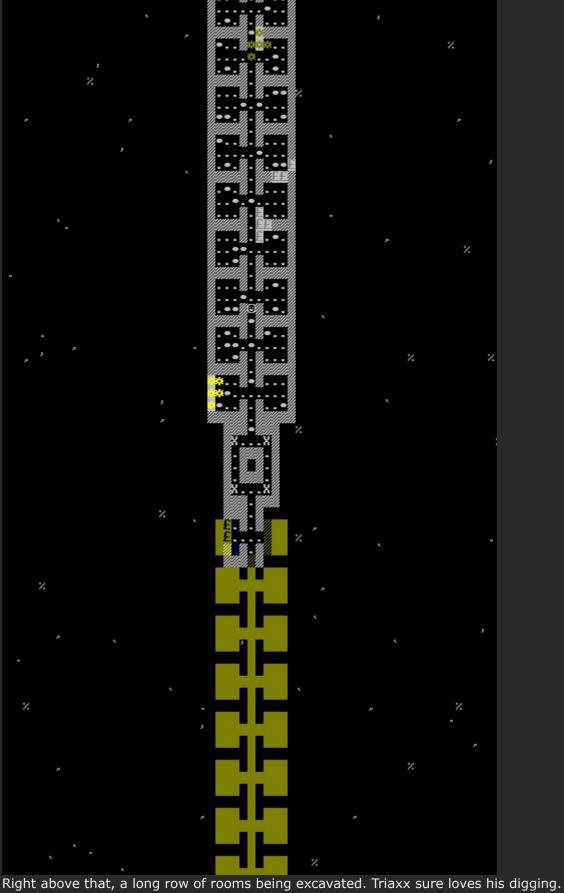
Hey, it's been two years since we moved to this strange and unwelcoming desert. A lot has happened in that crazy amount of time, I tell ya! Let's take a tour of the fortress, shall we?



Starting at the bottom, the second cavern layer, blocked by a wall and slowly filling with corpses and fire and burning corpses.



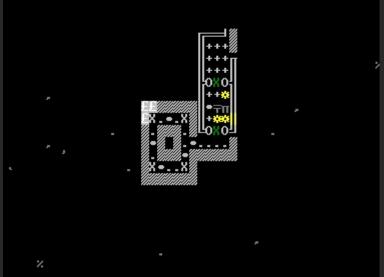
One layer above, we have two highwood door and a weapon trap protecting us from whatever undead lurks down below. Safe.



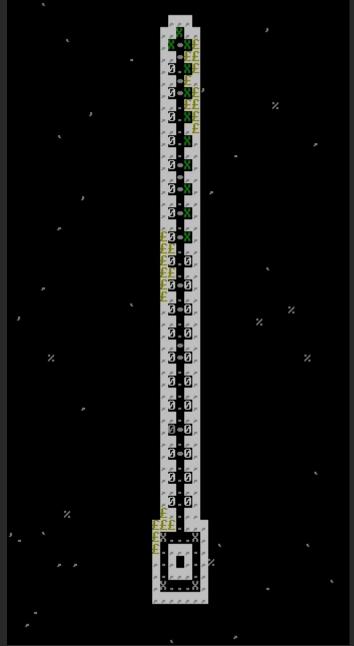
Spoiler (click to show/hide)



Then, above the empty 3x3 rooms, we have three layers of interconnected workshop areas. Can also be used for storage by putting the appropriate materials above or below a given station, I suppose.

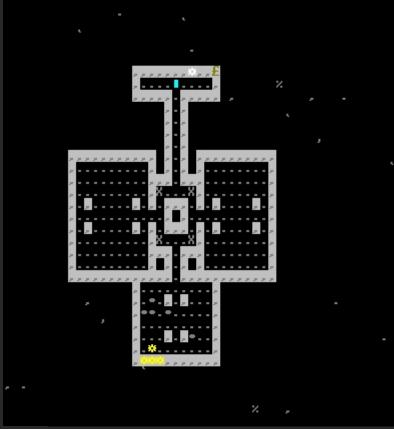


Spoiler (click to show/hide)



A bookkeeper office and some coffin rows. A few of them are made of "unidentified material". What the hell.

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Spoiler (click to show/hide)



Above this, we reach the older fortress. the mine/werebear containment facility, then the founding workshops, and the tightly packed living areas.





And above that, the various improvements to... Wait. Triaxx did not expand the surface facilities? Damn miners! Even the chairs have not been placed next to the dinning table I installed. :/

Spoiler (click to show/hide)

```
Uakist Ablishitur

Zon

Flame' Tomusdodék, Grand Engineer

Con If I and Engineer

Con I and Engineer

Friendly I and Engineer

Friendly
```

That sure would explain why the expedition leader is entirely furious against Triaxx.

Spoiler (click to show/hide)

```
Citizens (37) Pets/Livestock (43) Others (15)
                                                                                                                                        Dead/Missing (68)
   Troglodyte
Giant Cave Spider
Esthad, Cave Crocodile
   Troll
Cave Crocodile
Giant Mole
   Cave Crocodile
Blind Cave Ogre
Giant Grasshopper
   Zon Nomalcustith, Beekeeper
  Stray Alpaca (Tame)
Inod Noramoltar, Ghostly Engraver
Kulet Gomathkulet, Dyer
Stray Buck Rabbit (Tame)
Sodel Iklistonol, Brewer
  Okolerlin, giant earthworm corpse
Giant Earthworm
   Honey Badger
Giant Leopard
One-humped Camel
One-humped Camel
  One-humped Camel
Dleenkus, Kobold Thief
Stlobofopilbis, Kobold Thief
Nako ûsbulûspuz Ugok Spus, Peasant
Oddom Zuglaródad, Brewer
                                      Kûbuku
Melbil onulonshen, Fishery Worker
Zefon Bokbonrigoth, Carpenter
Giant Grasshopper
Giant Louse
                                                                                                                                                                                                                                                                                                                   Deceased
                                                                                                                                                                                                                                                                                                                    Deceased
Deceased
                                                                                                                                                                                                                                                                                                                     Deceased
Deceased
   Desert Tortoise
   Ber Mörulnal, Dog (Tame)
Bomrek Idenudib, Mason
 Iden Lolokotil, Bone Doctor
Iden Oslanolin, Wood Burner
Giant Echidna
Giant Slug
Strujlayrbin, Kobold Thief
Stray Horse (Tame)
Stray Yak Bull (Tame)
Stray war Dog (Tame)
Stray war Dog (Tame)
Stray war Dog (Tame)
'Zuglarkun' Stizashbomrek, Master Builder
'Flame' Tomusdodók, Grand Engineer
  'Ghills' Okoshimush, Lifeline
Rodent Woman Blowgunner
Giant Mole
```

It seems that 18 dwarves have died in Murderflood so far, which is half the current population. I'm not sure this survival rate will attract many new migrants, but that may work our way until we can expand the fortress further.

Citizens (37) Pets/Livestock (43) Others (15) Dead/Missing (68) 'Triaxx' Rimtardatur. Chief Miner Zas Lisedònul. Miner Bomrek Monommatul, Miner Kogan Olonarak, Miner 'Nujux' Udilmûthkat, Woodworker 'Blitz Gamer' Nisgaklorbam, Bowyer Sleep Make bone bolts NO JOD Store Item in Barrel Drink Detail Floor Detail Floor No Job Store Item in Stockpile Dig Store Item in Stockpile Kel Dùstikasën, Engraver Dumat Utharshem, Engraver 'Zuglarkun II' Inethugosh, Mason Obok Kolkir, Mason Tulon Daroslitast, Mason Dig Store Item in Stockpile No Job Drink Drink Sanctume' onulmeng, Armorer Drink
Smelt tetrahedrite Ore/R
Detail Floor
Drink
Dig
No Job
Plant Seeds
On Break
Plant Seeds
Detail Floor
No Job Cerol Melbiledos, Miller 'Taupe' Febunol, Fields Supervi Vucar Dorenlaz, Planter Kivish Lokumsebïr, Thresher Sibrek Mosadetes, Wood Burner Store Item in Stockpile Pen/Pasture Stray Kitten (Tame) ividual Combat Drill at ndividual Combat Drill Drink Mebzuth Nefekoddom, Swordsdwarf

Here are the current residents of the fortress. Maybe some of you will want to claim them as your own. Let's take a look at a few of the already named ones, especially our newcomers.

Spoiler (click to show/hide)

"I had a sparring session. How pleasurable!"

She feel: pleasure after a sparring session. Within the last season, she was amound after design at the standard and the standard

Spoiler (click to show/hide)

Three Notable Kills

Strujlayrbin the kobold, d. 200
'Uuohijumala' Lancehelped the Scribe of Fungus the dwarf, d. 201
Rakedbrim the zombie giant toad, d. 201

Five Other Kills

One giant slug in Murderflood
One giant echidna (6) in Murderflood
One desert tortoise (6) in Murderflood
One giant grasshopper (6) in Murderflood
One cave crocodile (6) in Murderflood

Monster Slayer Thoryane is turning out to be an exceptional dwarf, both physically and mentally. Her various dabbling in many administration tasks sure sharpened her already superior attributes. she makes a damn fine commander and founder, I'll tell you that.

Spoiler (click to show/hide)

The Kills of 'Gwolfsky' Zesîton Two Motable Kills Nako Evilacrid the Rains of Disemboweling the dwarf, d. 200 Dleenkus the kobold, d. 200 One Other Kill One troglodyte (?) in Murderflood

Gwolfsky is trying to catch up on the melee side, and took part in a fight against a non-neutralised opponent this year, earning himself a troglodyte kill. He also has the most friends in the fortress from what I can see, no doubt because of his rugged eyepatch.

Spoiler (click to show/hide)

"I finished up some work. I an very satisfied."

He feels satisfied at work, link the last season, he was annoyed after drinking water without a well. He was burnified after seeing a treglodyte die. He didn't feel anything after seeing a dog die. He felt pleasure near a fine Seat. He was blissful dining in a very good dining room. He was enhangested after sleeping without a proper room. He didn't feel anything after seeing a world was an after seeing a dog die. He didn't feel anything after seeing a down the was shocked at the unexpected death of somebody. He was burnified after seeing a dog die. He was blissful dining in a very good dining room. He was enhangested after sleeping without a proper room. He didn't feel anything after seeing a dog die. He was burnified after seeing a down the was shocked at the unexpected death of somebody. He was burnified after seeing a did to anything after seeing a down the was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody. He was shocked at the unexpected death of somebody was shocked at the unexpected death of somebody. He was shocked at the unexpected death of some death of some

Here's our newest doctor, miraculously alive thus far.

Spoiler (click to show/hide)

"Peath is all around us. This is truly horrifying."

The state of the

```
'Haerdalas' Thîkutzedot, Vet
"'Haerdalas' Booklobsters"
    lower body
    neck
   head
right upper arm
left upper arm
right lower arm
left lower arm
left hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
left foot
Spoiler (click to show/hide)
Date:202-01-01 Idle
      'Haerdalas' Thîkutzedot, Vet
"'Haerdalas' Booklobsters"
    Store Item in Stockpile
Dabbling Grower
Dabbling Organizer
Novice Ambusher (Rusty)
Talented Crutch-walker
Dabbling Persuader
Dabbling Negotiator
Dabbling Judge of Intent
Dabbling Intimidator
Dabbling Comedian
Dabbling Consoler
      c: Combat b: Labor m: Misc
```

Date:202-01-01 Idlers

Haerdalas is somehow still alive, despite the latest overseer's claims. He's still missing a foot, but he's learned to use a crutch by now.

Spoiler (click to show/hide)

Within the last season, she was interested near a fine Veapon Rack. She was berriffed after seeing a troglodyte die. She was interested near a fine fine Seat. She was interested near a fine Seat. She was interested near a fine fine Seat. She was intereste She is ninsty-three years old, born on the 13th of Granite in the year 109. She is average in size. Her very long hair is braided. Her nose bridge is incredibly concave. Her ears are broad. Her ears are free-lobed. Her hair is russet with some gray. Her skin is brown. Her eyes are brass. Zuglarkun II' Inethugesh likes native silver, platinum, peridot, mose leather, two-legged rhino lizard horn, breastplates and figurines. When possible, she prefers to consume sand pear cider. She absolutely detests flies. Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks. has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work as a great dealing and fair—play, values cooperation, values martial provess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally sees merrymaking as a waste and values cannot be dreams of creating a great work of art.

She is given to flights of fancy to the point of distraction. She cracks easily under pressure. She is often nervous. She tends to share her own experiences and thoughts with others. She has little interest in joking around. She is curious and eager to learn. She is not inherently proud of her talents and accomplishments. She tends to make a small mess with her own possessions. She can occasionally lose focus on the matter at hand. She has a greedy streak. She tends to avoid any physical confrontations, and she works to square this natural tendency with her respect of martial prowess. She is quite polite. She starts to stutter when she gets angry. When she's bored, she often scratches her nose. She needs also lot to get through the working day.

This lady claims to be Zuglarkun's reincarnation, even tho she is clearly 90-ish years old.

<u>Spoiler</u> (click to show/hide)

Within the last season, he didn't feel anything after seeing a dog die. He was annoyed after drinking water without a well. He was enharmassed after sleeping without a proper room. He was blissful dining in a very good dining room. He was horselfed after seeing a troll die. He didn't feel anything after seeing a cave crocodile die. He was horselfed after seeing a troll die. He didn't feel anything after seeing a giant grasshopper die. He didn't feel anything after seeing a countle die. He was horselfed after seeing a roundle die. He was horselfed anything after seeing a countle die. He was horselfed anything after seeing a plant nole die. He was horselfed after seeing a countle die. He was horselfed anything after seeing a countle die. He didn't feel anything after seeing a countle die. He didn't feel anything after seeing a countle die. He didn't feel anything after seeing a countle die. He didn't feel anything after seeing a countle die. He didn't feel anything after seeing a cave crocodile with the country of the seeing a countle die. He didn't feel anything after seeing a cave crocodile with the country of the He is sixty-nine years old, born on the 11th of Hematite in the year 133. His very long sideburns are braided. His long moustache is neatly combed. His very long beard is tractured. His left shoulder is fractured. His very long sideburns are braided. His long moustache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. He is short. His teeth are widely-spaced. His brass eyes are slit. He has a narrow chin. His nose bridge is somewhat concave. His hair is russet. His skin is brown. Blitz Gamer' Misgaklorbam likes native copper, sterling silver, yellov diamond, koala leather, giant tortoise shell, the color gray, gizzard stones, splints, yaks for their shaggy hair, reachers for their sinister nature pomegranate trees for their fruit and pepper plants for their fruit. When possible, he prefere to consume toad, soft wheat beer and walnuts. He absolutely detests purring maggots. Like others in his culture, he has a great deal of extence, a very good sense of empthy, a great feel for the surrounding space and the ability to focus, much he little in the culture, he has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and particularly care about craftsdwarfship. He dreams of mastering a skill.

He is a pessinist. He has a call admension. He has a noticeable lack of perseverance. He prefers that everyone live as harmoniously as possible. He rarely feels discouraged. He finds helping others emotionally rewarding. He tends to make a small mess with his own possessions. He is ravely happy or enthusiastic, and he is conflicted by this as he values parties and merrymaking in the abstract. He is somewhat fearful in the face of imminent danger. He tenses up when he's nervous. He needs alcohol to get through the working day. A short, sturdy creature fond of drink and industry.

Spoiler (click to show/hide)

```
Date:202-01-01
'Blitz Gamer' Nisgaklorbam,
"'Blitz Gamer' Frostystandar
head
right upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
right lower leg
left lower leg
right foot
left foot
        l finger, left hand
```

Spoiler (click to show/hide)

```
He is the son of Kivish Spearhides and 'Blitz Gamer' Frostystandard. He is a worshipper of Limâr Goldway, a worshipper of Zan and a worshipper of Mostib.
```

He is one year old, born on the 12th of Opal in the year 201.
He is one year old, born on the 12th of Opal in the year 201.
He is very muscular. His brass eyes are sumken. His hair is wavy. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is arrange in double braids. His teeth are videly-spaced. He has high cheekbones, and he has a narrow chin. His eyelashes are quite long. His head is somewhat narrow. His hair is russet. His skin is brown. no is cory expong and parely sick, <mark>and he is quick to tire.</mark> Onget Engashzuglar likes serpentine, nickel, carnelian, the color jade, geese for their formation flying and whale sharks for their gentle nature. When possible, he prefers to consume brook lefties. files.

Like others in his culture, he has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respect those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds nerrymaking and partying worthwhile activities, values natial provess, values leisure time, respects commence and finds nature somewhat disturbing, he personally considers craftsdwarfship to be relatively worthless and values not be read and the read and the read as a rule, and he is conflicted by this as he values parties and not be read to the read of the read A short, sturdy creature fond of drink and industry.

Here's Blitz Gamer, who has suffered some severe injuries recently. thankfully, his days are brightened by his newborn son Onget Ridership.

```
The Kills of Bomrek Ebalgeshud
 Two Kills
One giant grasshopper (3) in Murderflood One giant mole (3) in Murderflood
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<u>Spoiler</u> (click to show/hide) The Kills of 'Sarrak' Stinthädnol Notable Kill Clearedcrowd the cave crocodile, d. 201 One cave crocodile (3) in Murderflood One troglodyte (3) in Murderflood Spoiler (click to show/hide)

The Kills of Olon Satïteb ne Kill One crundle (9) in Murderflood

Sarrak and some of his friends are still alive and kicking, taking part in cavern raids and monster hunts whenever they can. Here are their tallied kills.

Spoiler (click to show/hide)

"I talked to my friend. I feel fond." He feels fondness talking with a friend. Within the last season, he was enbarrassed after sleeping without a proper room. He was interested near a fine lable. He was interested near a fine Seat. He was interested near a fine Bed. He was interested near a fine B He is fifty-seven years old, born on the 14th of Monstone in the year 145.
His hair is wavy. His very long sideburns are neatly combed. His long noustache is arranged in double braids. His very long beard is neatly combed. His very long hair is braided. He is thin. He has high cheekbones, deeply recessed chin. His head is narrow. His nose bridge is somewhat concave. His brass eyes are slightly protruding. His ears are somewhat narrow. His hair is russet. His skin is brown. His eyelashes are somewhat short.
Natur Udilmithkat likes jet, black bronze, tube agate, spears, backpacks and cages. When possible, he prefers to consume gray gibbon, horse cheese, bloaded tubers and rambutan wine. He absolutely detects hansters. on the property of the second statistics and a good feel for social relationships of the second property of the se upribulile activities, values mattial provess, values leigure time, respects commerce and finds nature somewhat disturbing. He personally considers craftedwarfship to be relatively worthle lie is sometimes cruel. He accepts favors vithout developing a sense of obligation, preferring to act as the current situation demands. He strongly preferred discussions of ideas and abstisses. He enjoys the company of others. He tends to be a little tight with resources when working on projects. He can easily fall in love or develop positive sentiments. He has a calm der lends not to reveal personal information. He can handle stress. He sometimes acts with little determination and confidence. When he's thinking, he has a tendency to chew on his cheek. alcohol to get through the working day.

And finally, here's Nujux our misquided woodcutter. He likes to say his own name a lot.

Now, you can say a lot of things about Triaxx. That he failed to expand the surface fortress, or spent all his term digging random rooms, or didn't get along with most of the newcomers. While somewhat true, these allegations i can get by. He's an old friend and I can forgive him many things. But there's one thing you don't do. Not to dwarves.



You don't fucking abscond to your underground complex with all the booze.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 07, 2015, 10:59:15 pm

Yes, I've already placed orders for some new, much larger farms. And told some peeps to go make booze.

I'm also starting work on fortifying that little sand outcrop just south of the little tower thingie. It's about the right size for a proper compound when we've got the materials necessary for it. For now, I'm just doing some channeling and ramp removal.

Edit: Just stole a giant peregrine from the elves. And some berries. No drinks, alas.

Edit2: oooh, evil mist. Always nice. Time for a confession though: I've never played in an evil biome before. I don't think that's gonna cause issues though...the mist is nice and safely out of the way, and I know the basic rule is "avoid it, and anything that comes out of it".

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 07, 2015, 11:07:39 pm

Quote from: Urist McKiwi on October 07, 2015, 10:59:15 pm

Edit: Just stole a giant peregrine from the elves. And some berries. No drinks, alas.

Can't you use to to make... I dunno... Eagle Brand?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 08, 2015, 04:25:11 am

Quote from: Taupe on October 07, 2015, 11:07:39 pm

Quote from: Urist McKiwi on October 07, 2015, 10:59:15 pm

Edit: Just stole a giant peregrine from the elves. And some berries. No drinks, alas.

Can't you use to to make... I dunno... Eagle Brand?

Eh, I redid a bunch of orders and labour settings so that stuff gets done. We don't need fishers and we really don't need them turning into nightmarish horrors if the mist turns up again. Unfortunately I'm not running any external utilities, so it's still a bit inefficient.....but we do at least have people with brewing enabled now. Unfortunately, they're all at a party right now. Presumably they're just sitting in a circle miming quaffing and pretending they're not sober. This gives me great hopes for our future morale.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 08, 2015, 06:31:51 am

In my defense, we went through two brewers. The first one got killed by a Giant Toad corpse, and the other one got eaten by a Cave Crocodile. So I elected two, and proceeded to get spammed about no plump helmets.

You made two chairs. And didn't tell me I needed to install them. Just boom, overseer. All I want is to hit rocks! That's it. At least Cog let me have my own brewery... TWO Chairs! That's barely a break room. And when I tried to make a dining room, we found a cave full of dwarf eating monsters.

Never mind that the 'manager' you picked spent all her time playing with her sword instead of doing her bloody job, and now has a grudge against me because I had to replace her. Things got done, she got to kill things. Some dwarves are never happy.

--

If you look the workshops with stockpiles are linked so that raw materials come in from the bottom, and finished products end up on top.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on October 08, 2015, 11:30:38 am

McKiwi, you're not dorfed are you? Or did you get to possess a cactus? I only see a highwood tree but no cacti for you to RP as sadly. I'm not sure what you are RPing as so I'm getting confused as to whether I should log your posts as *overseer* logs or as the musings of a *disembodied saguaro spirit*. Perhaps you can assume the role of a potted saguaro plant or something, until we can assign you a cactus to dwell in, I dunno.

--

Hoo boy, a lot of information to fill in for the front page. Our elven neighbours are up though the blurb is unfinished, more to follow soon. I was scouring the latest save in Legends mode and there are quite a few things happening back at the mountainhomes since we left to found Murderflood. Not sure if any of it has been reported by the outpost liaison. I'll try to put it all in context in a later post.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on October 08, 2015, 12:39:43 pm

Blitz Gamer's Travel Log:

So I now have a son, I honestly did not see that coming. He's going to make it that much harder to leave when the time comes. Shame I can't take him with me, but the rules of the multiverse are clear. Still, that day is very far off. I shall name him Collin, after my dear friend in Kaz Modan.

Spoiler (click to show/hide)

OOC: Kiwi, could you please change my son's name to Collin?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on October 08, 2015, 02:09:10 pm

So hey, I was just wondering if it's considered okay for us who are still waiting for their turn to take a look at the save? I'd be interested to see the relations and families my two late characters had. If they had any..

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 08, 2015, 03:06:15 pm

Quote from: Vuohijumala on October 08, 2015, 02:09:10 pm

So hey, I was just wondering if it's considered okay for us who are still waiting for their turn to take a look at the save? I'd be interested to see the relations and families my two late characters had. If they had any..

no one's gonna blame you. I mean, I just grabbed it myself and did a tour of the fortress. That's a good way to discover the relationships and quirks of the dwarves for yourself.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 08, 2015, 03:14:45 pm

Mostly the liason mentioned a few places getting over taken by one of the civs. Might be ours? I was preoccupied sealing off the caverns at the time.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 08, 2015, 03:56:01 pm

Speaking of outpost liason... Don't fuck with this guy. He's spent nine years raised and tortured by goblins, faced a night terror creature, and worships a Titan.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 08, 2015, 05:40:41 pm

Quote from: Taupe on October 08, 2015, 03:56:01 pm

Speaking of outpost liason... Don't fuck with this guy. He's spent nine years raised and tortured by goblins, faced a night terror creature, and worships a Titan.

And depending on my quirks he'll shortly be working for the great metacactus that may or may not exist. (Haven't decided what to do re: dwarfing. If we get migrants I'll go for a dwarf, otherwise...who knows?)

Edit: Immigrants! Some of them are actually useful!*

```
Triaxx' Rimtardatur, Chief Miner
Sazir Ulâbuzol, Miner
Zas Lisedònul, Miner
Bomrek Monommatul, Miner
Kogan Olonarak, Miner
'Nujux' Udilmûthkat, Woodworker
'Blitz Gamer' Nisgaklorbam, Bowyer
Rith Urdimkogan, bookkeeper
Mebzuth Domasvúsh, Woodcutter
Kel Dùstikasën, Engraver
Dumat Utharshem, Engraver
'Zuglarkun II' Inethugosh, Mason
Obok Kolkir, Mason
Tulon Daroslitast, Mason
'Haerdalas' Thikutzedot, Veteran
                                                                                                                                                                                                                                                                                                                                                                                                                           Sleep
                                                                                                                                                                                                                                                                                                                                                                                                                           On Break
On Break
                                                                                                                                                                                                                                                                                                                                                                                                                             Dig
                                                                                                                                                                                                                                                                                                                                                                                                                           Construct Bed
Store Item in Stockpile
Store Item in Stockpile
New Arrival
                                                                                                                                                                                                                                                                                                                                                                                                                          New Hrrival
Drink
Drink
Detail Floor
Strange Mood
Pickup Equipment
Dig
No Job
Clean Self
New Arrival
   Haerdalas' Thîkutzedot, Veteran
Meng Kekathònul, Ranger
Ilral ònulíkthag, Ranger
Tobul Idilid, Ranger
Rakust Eralônam, Animal Caretaker
Bomrek Ebalgeshud, Hunter
Mörul Kadollesast Tramer
                                                                                                                                                                                                                                                                                                                                                                                                                            New Arrival
New Arrival
                                                                                                                                                                                                                                                                                                                                                                                                                            Construct rock Blocks
New Arrival
   Sanctume' onulmeng, Armorer
Gatten Atolkikrost, Armorer
Doren erithnoram, Weaponsmith
                                                                                                                                                                                                                                                                                                                                                                                                                           Pen/Pasture Stray Cat (Tame)
New Arrival
New Arrival
                                                                                                                                                                                                                                                                                                                                                                                                                           No Job
New Arrival
New Arrival
Smelt native silver Ore/R
                                                                                                                                                                                                                                                                                                                                                                                                                           New Arrival
Construct rock Blocks
No Job
                                                                                                                                                                                                                                                                                                                                                                                                                           No Job
New Arrival
New Arrival
Plant Seeds
Plant Seeds
Plant Seeds
 Ushat Idenkib, Fisherdwarf
Mistêm Uutokishlum, Butcher
Zuntîr Ukerlikot, Dyer
Gerol Melbiledos, Miller
'Taupe' Febunol, Fields Supervisor
èrith Kogantad, Planter
Uucar Dorenlaz, Planter
Kadol Nokgolsazir, Presser
Kivish Lokumsebïr, Thresher
Edzul Ellestolin, Thresher
Sibrek Mosusdetes, Wood Burner
Fikod Serlolok, Siege Engineer
Bith Oltanatês, Siege Openator
                                                                                                                                                                                                                                                                                                                                                                                                                           No Job
New Arrival
Plant Seeds
New Arrival
Store Item in Stockpile
New Arrival
                                                                                                                                                                                                                                                                                                                                                                                                                             Sleep
   Tekkud Delershukar, manager
Melbil Adrililral, Trader
Urist Idtost, Trader
'Sarrak' Stinthädnol, Soldier
Olon Satiteb, Hammerdwarf
                                                                                                                                                                                                                                                                                                                                                                                                                           New Arrival
New Arrival
Watch Shield Demonstration
Individual Combat Drill
Watch Shield Demonstration
Class
                                                                                                                                                                                                                                                                                                                                                                                                                           Sleep
Lead Shield Demonstration
New Arrival
   Mebzuth Nefekoddom, Swordsdwarf
```

*Adequate weaponsmith, accomplished armorsmith, a bunch of rangers......and a bunch of meat for wall-building.

Hmm....but there's something missing here.....

typing noises

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Sir Humprey Cactusson' Idilid, Cactus
Rakust Eralônam, Animal Caretaker
New Arrival
```

Ok, I need to fix the typo. But that's much better. Sir Humphrey lives!

```
Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on October 08, 2015, 06:23:55 pm
```

He is back!

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Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on October 08, 2015, 06:46:30 pm
```

In other news, IC update coming later today. Highlights: Massive construction work to make a base for our future fortress. Zuglakun II had a mood but we had no cloth so yeah, time to roll up V3.0. This year, hopefully, will be a fairly quiet one.....I'll build some basic stuff, so that the next person can fuss with the whole "making bedrooms" and "doing things other than making walls and farms" type of thing.

In the short-term, the work makes our fort a lot less secure. In the longer term, it means we have a place to build the mythical magma dike.

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Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on October 08, 2015, 07:00:59 pm
```

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Quote from: Urist McKiwi on October 08, 2015, 06:46:30 pm
```

Zuglakun II had a mood but we had no cloth so yeah, time to roll up V3.0.

Damn it! What a waste! I was in the middle of conceptualizing and fleshing out a cool story and all, trying to link up the senile old woodcutter turned mason's backstory (fought off a bleak brute and its consort, as well as bronze colossus) with the backstory of the former architect and how she usurped the "Zuglarkun" name (more of a title than a name). Now all that work has gone to waste :-[

On the bright side, I don't have to explain the reincarnation angle there and just chalk it up to the old lady being an wannabe imposter.

Well it ain't Murderflood without some death dealing every year, and the old coot finally went all senile cloudcuckoolander on us. I wonder if that will meet the quota for this year?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: crazyabe on October 08, 2015, 07:23:07 pm

Not until the "Doctor" has tried to "Fix" someone

```
Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on October 08, 2015, 08:41:58 pm
```

No chance of a caravan arriving with cloth to trade before the mood turns fatal?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 08, 2015, 08:48:10 pm

Quote from: Haerdalas on October 08, 2015, 08:41:58 pm

No chance of a caravan arriving with cloth to trade before the mood turns fatal?

We'd have to wait for dwarves in autumn. There are no traders for summer, and elves usually remain around for ten seconds on the first month.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 08, 2015, 11:18:47 pm

Quote from: Zuglarkun on October 08, 2015, 07:00:59 pm

Quote from: Urist McKiwi on October 08, 2015, 06:46:30 pm

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Damn it! What a waste! I was in the middle of conceptualizing and fleshing out a cool story and all, trying to link up the senile old woodcutter turned mason's backstory (fought off a bleak brute and its consort, as well as bronze colossus) with the backstory of the former architect and how she usurped the "Zuglarkun" name (more of a title than a name). Now all that work has gone to waste :-[

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Well it ain't Murderflood without some death dealing every year, and the old coot finally went all senile cloudcuckoolander on us. I wonder if that will meet the quota for this year?

I tried, sorry. But I couldn't get any cloth made in time. I probably could have managed it if I wasn't so rusty with setting up a textiles industry. On the plus side, we now have all the workshops required (....scattered around the fort....) to prevent this from happening next time. Maybe.

On the plus side, you only went mad. So you've got a few months of gibbering before you die of thirst, potentially. Any thoughts on who you'd like as your third dwarf?

That goes for anyone else who needs dorfing/redorfing.....you can see our new arrivals in the first of the two screenshots above.

(Also as someone who went through 3 dead dwarves and 5 incarnations in 20 years (one was a rename) on Moltenchannels, I must congratulate you on managing to be on your third dwarf by the summer of Year 3.)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **October 09, 2015, 12:17:52 am**

Quote from: Urist McKiwi on October 08, 2015, 11:18:47 pm

I tried, sorry. But I couldn't get any cloth made in time. I probably could have managed it if I wasn't so rusty with setting up a textiles industry. On the plus side, we now have all the workshops required (....scattered around the fort....) to prevent this from happening next time. Maybe.

We should have a few seeds for pig tail, adding a very small farm for them may help.

Quote from: Urist McKiwi on October 08, 2015, 11:18:47 pm

(Also as someone who went through 3 dead dwarves and 5 incarnations in 20 years (one was a rename) on Moltenchannels, I must congratulate you on managing to be on your third dwarf by the summer of Year 3.)

At this rate, I almost hope he chooses something like a cheese-maker or a milker, so we don't lose an important worker within the month :p

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on October 09, 2015, 12:28:38 am

Quote from: Taupe on October 09, 2015, 12:17:52 am

Quote from: Urist McKiwi on October 08, 2015, 11:18:47 pm

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Close, but not quite. I'll like Fikod Serlolok the siege engineer please, and enable building designer labors for her while you're at it thanks. Could you also post her details including skills?

At the rate my characters are going, you'll be able to track the age of the fortress just by looking at how many Zuglarkuns are dead.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 09, 2015, 12:32:40 am

Quote from: Zuglarkun on October 09, 2015, 12:28:38 am

At the rate my characters are going, you'll be able to track the age of the fortress just by looking at how many Zuglarkuns are dead.

What's really weird is that they are dying slowly and painfully. Infecting, untreated injuries... Madness and thirst... your dwarves are not going out in pleasant fashions.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on October 09, 2015, 12:36:28 am

Quote from: Taupe on October 09, 2015, 12:32:40 am

Quote from: Zuglarkun on October 09, 2015, 12:28:38 am

At the rate my characters are going, you'll be able to track the age of the fortress just by looking at how many Zuglarkuns are dead.

What's really weird is that they are dying slowly and painfully. Infecting, untreated injuries... Madness and thirst... your dwarves are not going out in pleasant fashions.

Its a privilege that comes with the title.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 09, 2015, 02:14:11 am

Quote from: Zuglarkun on October 09, 2015, 12:28:38 am

Quote from: Taupe on October 09, 2015, 12:17:52 am

Quote from: Urist McKiwi on October 08, 2015, 11:18:47 pm

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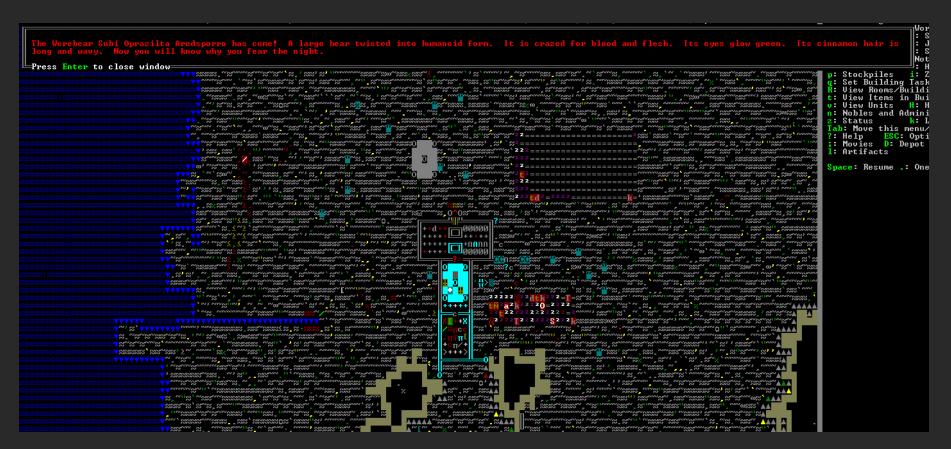
Ok, I'm playing along while uploading....here's your stats:

Spoiler: big image, scroll sideways for skills (click to show/hide)

"I an separated from Benhul Goldenreals. I cannot give in to sadness."

Within the last season, she didn't feel anything after seeing a giant mole die. She was harvified after seeing a blind cave ogre die. She was harvified after seeing a redent wonan die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a redent wonan die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a production of the seeing a speak didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die. She didn't feel anything after seeing a giant speak-paper die she didn't feel anything after seeing a giant speak-paper die she didn't feel anything after seeing a giant speak-paper die she didn't feel anythin

Not a bad mix, but definitely something to work on over time.



Ah. Well....ok. Let's get everyone inside and......

Oh.

Ah.....This is a bit embarrassing but.....um......

Zuglarkun....who would you like your fourth incarnation to be?

Spoiler: Extra details (click to show/hide)

I think everyone who got inside before the gates shut was un-injured. Pretty much everyone who got hit was maimed to the point where they couldn't get in OR was too far away when the door was closed. I chucked all three of them in a squad and told them to fight to the death while the archers formed up. We lost Zuggles the third, Haerdalas, a kitten, and our administrator (who had the misfortune to be between the werebear and the weapon trap I installed in the entrance when the werebear came barreling through there). Werebear got away. All in all, not bad....he spawned super-close to the entrance, so it could have gone a lot worse. The kitten and Haerdalas really did surprisingly well. Zuglarkun died horribly but got a few punches in before the inevitable. We need some archer stations set up to just pepper this dude with arrows the next time he shows up.

Edit: Oh, and while it was painful and prolonged (although at least you weren't *thrown into a weapons trap*), Zuglarkun III's death was a bit quicker than the last one at least. And happened after...ooh....at least a week after II starved to death somewhere.

I'll write this up in-character later. I just got a bit waylaid by the werebear attack. But things are going reasonably well under the leadership of Sir Humphrey Cactusson.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 09, 2015, 03:23:29 am

Ok, to account for all the untimely Zuglarkun deaths, the dwarf section on the first page now includes the years of passing, so we can keep track of who died when exactly. (Short answer: everyone, all the time)

Also, Triaxx, while the tour of the fortress made it sound like I was annoyed, it's a good thing that we have actual facilities and storage to kickstart our projects. The workshop section is pretty nice (if absurdly gigantic) and we certainly needed a large supply of stone to build anything in the first place. Now's probably a good time to ask if you'd like a second turn, before more people ask for a spot on the list.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 09, 2015, 04:09:23 am

Quote from: Taupe on October 09, 2015, 03:23:29 am

Ok, to account for all the untimely Zuglarkun deaths, the dwarf section on the first page now includes the years of passing, so we can keep track of who died when exactly. (Short answer: everyone, all the time)

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I'll certainly get back on the list for Some Time Later once this turn is over. It's been rather fun. At this rate the quotes page is going to be rather interesting when it eventually gets filled out.

The below-ground facilities have been pretty useful....I've burned a lot of stone already, but I haven't had to waste time with loads of mining. We could use some coal though....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on October 09, 2015, 04:55:42 am

The best bet right now is to harvest spore trees and burn them. Maybe wall off a large section of the non-burning cavern layer? Like super tighthly and quickly enough before something murderous claims it. Then we'd have a sizeable section where we can harvest new trees. We cant waste too much fuel on dumb, frivolous items, but having some available will be crucial. I get the feeling that sooner or later a lot of areas wont be too welcoming, better call dibs on what we can right now.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on October 09, 2015, 05:17:20 am

Quote from: Taupe on October 09, 2015, 04:55:42 am

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Hmm. I was trying to seal that cavern off (since people are lemming-rushing it for webs), but I suppose I could extend the walls a little...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on October 09, 2015, 06:17:49 am

Quote from: Urist McKiwi on October 09, 2015, 02:14:11 am

Ah......This is a bit embarrassing but.....um......

Zuglarkun....who would you like your fourth incarnation to be?

facepalm (- _ - ')

orz

This is sooooo gonna be a running gag isn't it? I can already tell its gonna be a reoccurring theme.

__

Making progress on the write ups. I have one done up that I'll post later on during your turn. The other needs a little polishing but is good to go once I get the pictures up. For the sake of story telling consistency, I'll postphone redorfing for now. I'll probably take another dwarf in the next migration wave. We'll see how it goes.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Haerdalas on October 09, 2015, 06:48:51 am

So, my bane once more rises, and this time old Haerdalas is not quite fast enough to escape death. I suppose I need to find a new dorf, now. Hmm.

Any chance of getting a look at the combat report of my death? And maybe the kitten's death... I mind amusement in the thought of the kitten beating up a werebear.

(in terms of re-dorfing, could I please be another military dorf, no real preference in type. I shall be Haerdalas once more, a title passed down since ages long passed (read, about 3 years ago) among those who fear the night!)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 09, 2015, 06:54:21 am

I'll take another turn at the end, because I know how these turn lists run.

Ah, check the workshop lower left of the stair well. There was a metric ton of charcoal there for no reason I could explain. I only asked for ten because the smelting was complaining, and next time I look there's been an explosion. Also the wood furnace was gone, so I suspect I accidentally ordered it deconstructed.

As for the size, there are two reasons: First of all, 5x5 is the optimal size for anything except the siege workshop, but I've never actually built one. I've tried 3x3 or 4x4, but they always ended up with a space issue because of blocked tiles. 5x5 is large enough to maneuver around them, and manages a nice symmetry. As for the number, sometimes it's easier to mass produce things like the bolts or trading mugs. Plus there should be room for at least one of every workshop.

The room around the first cavern entrance is large enough you could use it as an airlock. Close the outer door, move stone for walls in, then use a burrow to put masons in there with the military, then switch out what doors are locked, and build the walls. I don't think that Forgotten Beasts even show up in the first layer. I've never seen one at least.

Also, I think I'm winning the Overseership: Number of werebear attacks during my run: 0, everyone else 1.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on October 09, 2015, 07:06:32 am

Spoiler: Overheard conversation somewhere deep in the bowels of Murderflood. (click to show/hide)



What was that? Nah, ain't got naw siblings. They all died. Me mum too. I swears I'll get that **Witheracted** someday! Bloody Giant Dingoes! I came here hoping to do me pa proud, **Atis Packgravel** he is! Mighty fine dwarf he is! But enough about me.

I just don't know what it is wit the dwarves here, the head dwarf had me forsake my skills with a jewel shaping and even fishing to take up masonry. So I did. Then they wanted me to take up an axe and be a woodcutter. So I did. They even put me under some rapscallion fer supervision they did. What was his name again? Gee wolf sky? Then they put me back on masonry again, says to me no trees to fall. I'd say thar plenty indecisive and muddle headed themselves!

What? Hold on laddy! I know ye varmints like thar make fun of me. I know me russet hair is slowly graying out, I know imma getting on in years. But I'll have yer know that we dwarves often live beyond 140 and even 160 besides! And where I come from, I'm considered more middle aged than I am old. Besides I've seen a whole lot more crap than most of ye have and I've probably eaten more rock salt than ye have eaten plump helmets! So I ain't no **sea nile** at all or whatever ye young'uns want to call it, I'll have ye know I battled a bronze collossus back in **Tomepulled** and got outta that intact! So yer betta respect that!

Speaking of muddleheadedness, I misplaced me socks that time when **Nako** came around. Hoo was I frightened ter death there, knocked me straight outta my socks it did! I was searching fer me socks when I came across these fancy important looking documents just lying around. I know I just had to take a look fer myself, and lo' and behold! There were like maps and all sorts of other papers wit squiggly lines all over them that I couldn't understand. But there was also this here paper. See?

So I said to myself, would ye look at that! A title deed! Here come closer, it says here that whomever possesses this here paper is to be recognized with the title of "Zuglarkun" and look over here, that's the royal stamp of the queen herself! That's a mighty sounding name, far better than old Nil Cityhollows I tell ya! Its a little bloodied so you can't make out all the words but I reckon it gives ya privileges I tell ya! I fancy that I'll get a chance to do me pa proud. Take a new name, its like being reborn I tell ya! Huh? What's that ye say? No! Imma not going to return it! Finders keepers! Besides, the lass expired. I did know her briefly before all that though, and she said it was Aye Okay. What was that? Imma corn tree dig thing myself? That don't make no sense laddy, everyone knows corn don't grow on trees! Say that again? Hey! Come now that was mean! I sure as hell ain't spinning stories I tell ya that!

Hey! Where yer going?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on October 09, 2015, 01:23:22 pm

Blitz Gamer's Travel Log:

Bears, what godless killing machines. Zuglarkun has died yet again, looks like he's due to respawn. Thank mostib I'm kept inside all the time since my injury. What was I even doing in the caverns anyway?

Spoiler (click to show/hide)
Could I see my dwarfs skills please?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 09, 2015, 09:07:19 pm

The accounts of Sir Humphrey Cactusson, Cactus. Transcribed from the original documents by Urist McKiwi

[Date illegible, some time in mid-spring]

Well, I say. We finally arrived at this fancy new fortress the dwarves have been setting up. A nice barren desert, absolutely *perfect* for an aspiring cactus such as myself. Although mostly there's only potatoes (a well known desert species if ever there was one). Never trusted potatoes. Anyway! As it happens, the chaps here were looking for a new 'overseer'. I volunteered the instant they read out their criteria. Although I have since learned they were looking for someone with 'spine', not 'spines'. But no matter! They seem awfully keen for some proper work!

This fortress of theirs isn't half bad, for all it's fairly new. Until my party arrived there were only two score of them left.....apparently they've been having some issues getting started. But they've dug deep under the sands and found themselves plenty of space. And more importantly, plenty of good rock and ore for building things. Jolly good! On the less positive side, there isn't much to see above ground. I came here looking for a nice, secure place to put my roots down, and there's only a little shack on the side of a lake to show for two years of work! This will not do.

There's an outcrop of black sand just south of the fortress entrance. It might need propping up to stop it all sliding away in the rain, but I think this is an *excellent* place to start work on a *proper* fortress. It might not be entirely natural for dwarves to live out in the sun.....but I'll show them the ways of healthy living sooner or later!

....I must say though, that lake looks awfully.....forboding. I've heard stories about lakes like this, and the horrors they produce. Perhaps some traps are in order....dwarves tend to be good at such things, I believe.

(End Transcript)

OOC:

An IC update, finally. I'll catch up with everything else I need to do later (just been out cycling for the first time in a month. Kinda worn out by it, but it was fun). Another migrant wave arrived at about the time the werebear did (shortly before it, IIRC), so I'll redorf everyone who needs redorfing. I'm not sure if Sir Humphrey is a cactus in dwarven form, a dwarf who think's he's a cactus, or something else entirely. I'm not sure anyone else knows either, so that's good.

Next update will be later today, and I'll grab screenshots, skills, logs, etc. And show you all what I've been doing for half a year! It's

actually looking pretty good.....we don't have magma, but I'm making progress on the beginnings of a dike setup (the walls and channeling).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 09, 2015, 09:56:07 pm

Follow the central stair case all the way down to the bottom and you'll see some oddly shaped bits. There's magma there, but I couldn't figure out how to get at it, and after my last accident with the lava, I wasn't going to try.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on October 09, 2015, 10:43:00 pm

Quote from: Urist McKiwi on October 09, 2015, 09:07:19 pm

An IC update, finally. I'll catch up with everything else I need to do later (just been out cycling for the first time in a month. Kinda worn out by it, but it was fun). Another migrant wave arrived at about the time the werebear did (shortly before it, IIRC), so I'll redorf everyone who needs redorfing. I'm not sure if Sir Humphrey is a cactus in dwarven form, a dwarf who think's he's a cactus, or something else entirely. I'm not sure anyone else knows either, so that's good.

I choose to believe it is the original plant growing in the middle of the Lone Cactus, relocated here as a spiritual leader, and carried around randomly by a dedicated dwarf.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 09, 2015, 11:08:11 pm

Quote from: Taupe on October 09, 2015, 10:43:00 pm

Quote from: Urist McKiwi on October 09, 2015, 09:07:19 pm

An IC update, finally. I'll catch up with everything else I need to do later (just been out cycling for the first time in a month. Kinda worn out by it, but it was fun). Another migrant wave arrived at about the time the werebear did (shortly before it, IIRC), so I'll redorf everyone who needs redorfing. I'm not sure if Sir Humphrey is a cactus in dwarven form, a dwarf who think's he's a cactus, or something else entirely. I'm not sure anyone else knows either, so that's good.

I choose to believe it is the original plant growing in the middle of the Lone Cactus, relocated here as a spiritual leader, and carried around randomly by a dedicated dwarf.

.....Wait, wasn't that a fully-grown Saguaro? Eh. Evermind.

I think I'll hold off on magma....I don't have experience with pump stacks (besides killing moltenchannels) and frankly there's enough work to be done just getting the dike ready in the first place.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 10, 2015, 06:18:09 am

They aren't too hard, but mostly what we need at the moment is to FIND the Magma. From there we have engineers who can do pumpstacks in their sleep.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on October 10, 2015, 06:59:46 am

The map is shallow enough that making a magma pumpstack is largely a non-issue once you dig to and find the magma. I'm going to second Taupe's suggestion to secure a portion of the caverns for logs before shit hits the fan down there, cause we really need the charcoal. Importing wood, charcoal, iron and steel would also help tons to get things kick started further down the line. I would suggest making lots of prepared meals for trade goods.

Not to cramp on anyone's style, but it would certainly help if the refuse stockpiles were moved underground, preferably nowhere near the west and north end of the map, cause you know we have certain *neighbors* that would be delighted to have some fresh, conveniently located corpses to raise. Just saying.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 10, 2015, 10:03:11 am

Minecart into magma?

Anyway, someone already made these very nice workshops, and there's no reason not to use them. *ahem*

That said, living in a desert means pumpstacks are absolutely trivial. Sand makes glass and glass is magma safe. It's probably one of the better things about living in a desert.

Also, we should probably punch a well down to the upper cavern level. Put it behind a couple of doors and a bridge just in case though.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on October 10, 2015, 10:24:58 am

requesting my status and thoughts.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on October 11, 2015, 11:31:55 am

kiwi, you there?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 11, 2015, 03:00:29 pm

Quote from: Blitzgamer on October 11, 2015, 11:31:55 am

kiwi, you there?

Yes, but nothing to report yet. Internet issues + I'm a fulltime student. Updates are a little erratic (when I can play, I update a lot, but might be a day or two between each burst). Maybe later today.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 11, 2015, 09:14:18 pm

The continued account of Sir Humphrey Cactusson, Cactus

Early Summer

Well, things are going rather well if I do say so myself. The little outcrop has been propped-up and expanded a little, and I've had a new

entrance set up. Got the beginnings of a proper outpost of civilization here, we do!

Unfortunately, the locals seem a bit.....strange. This "Zuglakun II" lady started sketching pictures of rocks and cloth....and then went insane. Well, more insane. Apparently this is a dwarven *thing*. Oh well. Another batch of migrants arrived with some useful skilled dwarves among them....and a siege engineer who took a piece of paper off the corpse and declared herself"Zuglarkun III". Jolly good

It's been....oh....about a week since my last entry. A day ago everyone was out and about doing an absolutely cracking job on the walls.....and then a bloody *werebear* turned up. One of the cats ran up for a petting and.....alas....it did not end well:

```
The Werebear scratches The Stray Cat in the left rear leg and the severed part sails off in an arc!
The Werebear misses The Stray Cat!
The Werebear attacks The Stray Cat but She jumps away!
The Werebear charges at The Stray Cat!
The Werebear collides with The Stray Cat!
The Stray Cat is knocked over!
The Stray Cat stands up.
The Werebear bites The Stray Cat in the head and the severed part sails off in an arc!
The Stray Cat has been knocked unconscious!
The Stray Cat (Tame) has been found dead.
```

A kitten fared similarly badly. I had the doors slammed shut...but not everyone made it inside. Our administrator, a cracking chap who did a fantastic job keeping things going smoothly, got roughed up right and proper before the beastly thing threw him into our brand new weapon-trap.

```
The Werebear latches on firmly!
    The manager is unable to break the grip of The Werebear's teeth on The manager's left upper leg!

The manager stands up.

The Manager stands The manager around by the left upper leg, tearing
                 wanager stands up.

Werebear shakes The manager around by the left upper leg, tearing art the left upper leg's muscle and bruising the bone!

artery in the left upper leg has been opened by the attack, many been shave been seen and a tendon has been torn!
     The Werebear releases the grip of The Werebear's left upper arm from The manager's third toe, left foot.

The Werebear grabs The manager by the fourth finger, left hand with its right hand!
     The Werebear releases the grip of The Werebear's right hand on The manager's fourth finger, left hand.

The Werebear grabs The manager by the upper front teeth with its left upper arm!
    upper arm!
The Werebear releases the grip of The Werebear's left upper arm on The manager's upper front teeth.
The Werebear bites The manager in the lower body, bruising the muscle a bruising the lower spine's bone through the (cave spider silk cloak)!
The Werebear latches on firmly!
Tekkud Delershukar, manager: I was attacked. I'm really starting to
     The Werebear releases the grip of The Werebear's right lower arm on The manager's (pig tail fiber sock).

The Werebear grabs The manager by the second toe, left foot with its
     right hand!
Tekkud Delershukar, manager: Gruesome wounds! Begone fear!
Tekkud Delershukar, manager: the left foot, tearing apart the muscle
   A motor nerve has been severed!

The Werebear latches on firmly!

The manager is unable to break the grip of The Werebear's teeth on The manager's left foot!

The manager is unable to break the grip of The Werebear's right hand on The manager's second toe, left foot!

The manager loses hold of the (pig tail fiber shoe).

The manager loses hold of the (pig tail fiber sock).

The Werebear shakes The manager around by the left foot and the severed
      The left foot is ripped away and remains in The Werebear's grip!
     The Werebear locks The manager's left elbow with The Werebear's right
   The Werebear locks The manager's left lower arm with The Werebear's right upper arm!

The Werebear bends The manager's left lower arm with The Werebear's right upper arm and the left elbow collapses!

A ligament in the left elbow has been torn and a tendon has been torn!

The manager gives in to pain.

The (large iron dagger) strikes The manager in the lower body, bruising the muscle and bruising the spleen through the (cave spider silk cloak)!

The copper battle axe strikes The manager in the upper body, bruising the muscle and bruising the liver through the (cave spider silk cloak)!

The manager loses hold of the (pig tail fiber shoe).

The manager loses hold of the (pig tail fiber sock).

The (copper battle axe) strikes The manager in the right upper leg and
 The Werebear releases the joint lock of The Werebear's right upper arm on The manager's left lower arm.

The Werebear releases the grip of The Werebear's right upper arm on The manager's left lower arm.
 The Werebear grabs the manager by the neck with its right lower arm?

The Werebear releases the grip of The Werebear's right lower arm on The manager's neck.

The Werebear grabs The manager by the (pig tail fiber quiver) with its
 The Werebear releases the grip of The Werebear's left upper arm on The manager's (pig tail fiber quiver).

The Werebear grabs The manager by the upper front teeth with its right
 The Werebear releases the grip of The Werebear's right upper arm on The manager's upper front teeth.

The Werebear grabs The manager by the upper right back teeth with its
left upper arm!

The Werebear releases the grip of The Werebear's left upper arm on The manager's upper right back teeth.

The (large iron dagger) strikes The manager in the right hand and the injured part is crushed!

An artery has been opened by the attack!

The copper battle axe strikes The manager in the upper body, bruising t muscle, jamming the right floating ribs through the liver and tearing apart the liver!

The manager loses hold of the *tower-cap crossbow*.

The manager loses hold of the (sheep leather left mitten).

The manager loses hold of the (pig tail fiber left glove).

The (copper battle axe) strikes The manager in the left hand and the severed part sails off in an arc!

Tekkud Delershukar, Administrator has been found dead.
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Zuglarkun III' Serlolok, Siege Engineer: I cannot just stand by. I
will have my revenge.
The Hamphean grabs The Siege Engineer by the fifth toe, left foo
its left upper arm?
The Werebear releases the grip of The Werebear's left upper arm from The Siege Engineer's fifth toe, left foot.
The Werebear bites The Siege Engineer in the right upper leg, bruising
 'Zuglarkun III' Serlolok, Siege Engineer: How fleeting life is...
Begone fear!
'Zuglarkun III' Serlolok, Siege Engineer: Death is all around us.
This is truly horrifying.
with its right upper arm?
The Werebear takes The Siege Engineer down by the fourth finger, left hand with The Werebear's right upper arm?
The Siege Engineer stands up.
The Werebear releases the grip of The Werebear's right upper arm on The Siege Engineer's fourth finger, left hand.
The Werebear attacks The Siege Engineer but She jumps away?
The Werebear attacks The Siege Engineer but She jumps away?
The Recruit attacks The Werebear but It jumps away!
The Recruit punches The Werebear in the left hand with her left hand,
bruising the muscle!
The Werebear bites The Recruit
muscle through the (sheep wool
The Werebear attacks The Recrui
                                                   in the right upper arm, bruising the
The Recruit misses The Werebear!
                                                            the left hand with its (pig tail
      Recruit misses The Werebear!
The
        Werebear charges at The Recruit!
Werebear collides with The Recruit!
Recruit is knocked over and tumbles backward!
       Recruit stands up.
The
The Recruit misses The Werebear!
      Recruit gives in to pain.
Recruit falls over.
                                                      in the head with its (pig tail fiber
The Recruit regains consciousness.
      Recruit gives in to pain.
                                                                         with its (pig tail fiber
'Zuglarkun III' Serlolok, Recruit has been found dead.
```

Haerdalas, a veteran of some sort, did a noble job...but a crutch was hardly an effective weapon.

```
The Werebear misses The Veteran!
The Werebear attacks The Veteran but He jumps away!
The Werebear attacks The Veteran but He jumps away!
'Haerdalas' Thikutzedot, Veteran: I have a part in this. There is no need to feel vengeful.
The Werebear misses The Veteran!
The Werebear misses The Veteran!
The Werebear misses The Veteran but He jumps away!
The Werebear misses The Veteran!
The Werebear misses The Veteran!
The Werebear attacks The Veteran but He jumps away!
The Werebear misses The Veteran!
The Werebear misses The Veteran!
The Werebear attacks The Veteran but He jumps away!
The Werebear misses The Veteran!
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Werebear charges at The Veteran!
 The Werebear charges at The Veteran!
 'Haerdalas' Thîkutzedot, Veteran: I can't believe Tekkud Steeltall is dead. That did not shock me.
'Haerdalas' Thîkutzedot, Veteran: Death is all around us. I am not
 upset by this.
 The Veteran strikes The Werebear in the left lower leg with his (cherry wood crutch), bruising the muscle!
The Veteran scratches The Werebear in the lower body, tearing the fat!
 The Veteran strikes The Werebear in the upper body with his (cherry wood
 crutch), bruising the fat!
 The Veteran strikes The Werebear in the upper body with his (cherry wood
 crutch), bruising the fat!
The Werebear charges at The Veteran!
 The Veteran scratches The Werebear in the left upper arm, tearing the fat and bruising the muscle!
 The Veteran attacks The Werebear but It jumps away!
 The Veteran attacks The Werebear but It jumps away!
 The Veteran strikes The Werebear in the lower body with his (cherry wood
The Werebear charges at The Veteran!
The Werebear collides with The Veteran!
The Veteran is knocked over and tumbles backward!
 The Veteran stands up.
 The Veteran misses The Werebear!
                                                          in the right lower arm with its (pig
the muscle through the (giant cave
 The Veteran strikes The Werebear in the right upper arm with his (cherry
wood crutch), bruising the fat!
The Werebear charges at The Veteran!
The Werebear collides with The Veteran!
The Veteran is knocked over and tumbles backward!
∍The Veteran stands up.
The Veteran misses The Werebear!
 The Veteran attacks The Werebear but It jumps away!
 The Veteran attacks The Werebear but It jumps away!
 The Veteran misses The Werebear!
                                                               the right upper arm with its (pig
e fat through the (giant cave spide
 The Veteran misses The Werebear!
The Veteran is no longer stunned.
 The Veteran attacks The Werebear but It jumps away!
 The Veteran strikes The Werebear in the upper body with his (cherry wood
 crutch), bruising the fat!
 The Veteran strikes The Werebear in the left lower leg with his (cherry
 wood crutch), bruising the muscle!
The Veteran strikes The Werebear in the tail with his (cherry wood
 crutch), bruising the muscle!
 The Veteran misses The Werebear!
 The Veteran attacks The Werebear but It jumps away! 'Haerdalas' Thîkutzedot, Veteran: I have a part in this. There is no need to feel vengeful.
 The Veteran strikes The Werebear in the right upper arm with his (cherry wood crutch), bruising the muscle!
The Veteran attacks The Werebear but It jumps away!
The Veteran attacks The Werebear but It jumps away!
 The Veteran misses The Werebear!
 The Veteran attacks The Werebear but It jumps away!
 The Veteran attacks The Werebear but It jumps away! 
'Haerdalas' Thîkutzedot, Veteran: I cannot just stand by. I will take
 revenge!
 The Veteran strikes The Werebear in the right hand with his (cherry wood
 crutch), bruising the muscle!
 The Veteran strikes The Werebear in the left upper arm with his (cherry wood crutch), bruising the fat!
The Veteran attacks The Werebear but It jumps away!
The Veteran misses The Werebear!
A major artery has been opened by the attack!

The Veteran strikes The Werebear in the second finger, right hand with his (cherry wood crutch), tearing apart the hair and bruising the bone! The Werebear charges at The Veteran! The Werebear collides with The Veteran! The Veteran is knocked over and tumbles backward! The Veteran stands up. The Veteran misses The Werebear!
The Werebear attacks The Veteran but He jumps away!
The Veteran attacks The Werebear but It jumps away!
The Veteran is no longer stunned.
The Veteran attacks The Werebear but It jumps away!
 'Haerdalas' Thîkutzedot, Veteran: 'Zuglarkun III' Headgranite is dead?
Most shocking!
The Veteran attacks The Werebear but It jumps away!
'Haerdalas' Thîkutzedot, Veteran: 'Zuglarkun III' Headgranite is really dead. I am almost overcome by grief.
The Veteran attacks The Werebear but It jumps away!
'Haerdalas' Thîkutzedot, Veteran: Death... This cannot horrify me.
The Veteran strikes The Werebear in the left upper leg with his (cherry
wood crutch), bruising the fat!
The Veteran attacks The Verebear but It jumps away!

'Haerdalas' Thîkutzedot, Veteran: I've been wounded. It's annoying.

The Veteran strikes The Werebear in the lower body with his (cherry wood crutch). bruising the fat!
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The Werebear attacks The Veteran but He jumps away!
The Veteran misses The Werebear!
The Werebear misses The Veteran!
The Veteran attacks The Werebear but It jumps away!
The Verebear strikes The Veteran in the left lower arm with its (pig tail fiber left glove), bruising the muscle through the (giant cave spider silk cloak)!
The Veteran misses The Werebear!
The Verebear attacks The Veteran but He jumps away!
'Haerdalas' Thîkutzedot, Veteran has been found dead.
```

(Athough I must say, having overheard them....those were truly dashing last words)

The bear turned back into a human. I sent our troops out to deal with this interloper....but they couldn't run fast enough. Oh well. At least no one got infected. And the sacrifice of those three probably saved the fortress......the outer wall isn't quite finished. I'll have to fix this soon. It may be some time before I write again....

OOC Section

Yeah, that wasn't a fight that we could win. I just had to grin and bear it.

Or rather, those three did. And the cats.

Ok, that's the backlog almost cleared. Next update will cover the changes to the fortress layout, and the plans for the rest of the year.

Spoiler: Gwolfski, here's your current status (click to show/hide)

Within the last season, he was horrified after seeing a troglodyte die. He didn't feel anything after seeing a giant mole die. He was hissful after sleeping in a good bedroon. He was horrified after seeing a troglodyte die. He didn't feel anything after seeing a troglodyte die. He was hissful after seeing a troglodyte die. He was horrified after seeing a troglodyte die. He was hissful after seeing a troglodyte die. He was horrified after seeing a troglodyte die. He was hissful after seeing a troglodyte die. He was horrified after seeing a troglodyte die. He was hissful after seeing a horrified after seeing a troglodyte die. He was hissful after seeing a troglodyte die. He was hissful after seeing a horrified after seeing a troglodyte die. He was hissful after seeing a high led was horrified after seeing a troglodyte die. He was hissful after seeing a high led was horrified after seeing a high led was horrified after seeing a troglodyte die. He was shill after seeing a high led was horrified after seeing a high led was horrified after seeing a troglodyte die. He wa

EDIT: Oh, and to make things more fun, the administrator got thrown in the trap twice.

Edit2: Oh, And Gwolfski just got possessed by the ghost I'd already slabbed and killed our clothier. I think the criminal justice system is a bit bugged though....

Dumat Utharshem, Engraver cancels Inod Noramoltar (Engrave Memorial):
Needs unengraved slab.
Mûthkat Thibamzuntîr, Cavy Sow (Tame) has been found dead.
The Stray Kitten (Tame) has been found dead.
Lokum Berïlun, Clothier cancels Report Crime: Resting injury.
Urist Idtost, Trader cancels Report Crime: Horrified.
Lokum Berïlun, Clothier has been found dead.
*Sarvesh Usenreg, Presser cancels Report Crime: Experiencing emotional shock.

They're not reporting the crime because they're too shocked by witnessing it.

Edit3: And our butcher. Sorry Gwolfski, but I'm sending in the military if you don't stop soon.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on October 12, 2015, 01:19:03 am

i need a bit of forced rest6 in my office with a barrel and some cat biscuits and a locked door

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 12, 2015, 05:01:51 am

Quote from: Gwolfski on October 12, 2015, 01:19:03 am

i need a bit of forced rest6 in my office with a barrel and some cat biscuits and a locked door

I particularly like that your first victim was going to report the crime, then decided he was so injured he needed a rest. And then died.

You stopped right after I uploaded all that though, so that's all good until we get a hammerer.

I've now played through to Autumn, and will update tomorrow with a full set of screenshots. Unfortunately I forgot how wagons work these days, so we couldn't trade *quite* as well as I'd liked....but the fortress is now *secure*.....ish. And I'm improvising a solution to the trade depot problem I created.

The fort's also quite a bit bigger, and a lot slower (35-40fps, from 60 at beginning of the year). But that's mostly pathfinding from peeps looking for individual blocks. Also: we have a catsplosion issue.....I may not be able to do it myself, but slaughtering all the cats is probably a good idea for frame-rate.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Haerdalas on October 12, 2015, 06:55:51 am

Wow, I actually put up a hell of a fight. Shame I forgot to use a proper weapon, really. And yes, "I've been wounded, it's annoying" is a WONDERFUL response to having your neck exploded into gore. I actually landed several blows (including one that bruised the bear to the very -bone-!) after having my throat ripped out. A most glorious death indeed.

....still need to work on the not-dying part of combat though.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on October 12, 2015, 04:52:12 pm

Quote from: Haerdalas on October 12, 2015, 06:55:51 am

Wow, I actually put up a hell of a fight. Shame I forgot to use a proper weapon, really. And yes, "I've been wounded, it's annoying" is a WONDERFUL response to having your neck exploded into gore. I actually landed several blows (including one that bruised the bear to the very -bone-!) after having my throat ripped out. A most glorious death indeed.

....still need to work on the not-dying part of combat though.

Yes, you're the reason we didn't lose a *lot* more people....you distracted it long enough to get everyone inside and the gate shut. As well as the administrator getting thrown around. Which, given this fight was literally right in front of the door, was pretty dang good.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on October 12, 2015, 05:18:14 pm

It's kind of weird how dwarves react to getting injured. Neck exploding=mild annoyance. Broken finger=utterly terrifying. Although, I guess that's kind of how humans react as well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 12, 2015, 07:17:09 pm

The continued continuation of the account of Sir Humphrey Cactusson, Cactus

20th Limestone

Finally got myself a calender so I can keep track of things. Autumn already! This fortress only has one-year terms of leadership, so I don't have all that much time left before I have to step down. However if I may be so bold, this year has been a fantastic year for the fortress *vis-à-vis* actually being a fortress. When I arrived, this place didn't even have walls....let alone this "magma dike" I heard so much about. Well! We still don't have a dike, but we've got a good head start on making one! I scribbled down some maps of the fortress as it is now....

Spoiler: Surface level 1, shrunk to 80% and cropped (click to show/hide)

Spoiler: Surface level 2, shrunk to 80% and cropped (click to show/hide)



For some reason the resize killed the quality on this one. Basically: The tower and the bridge are new and shiny!

Alas, the wagons bought by traders cannot handle the entrance.....the new traps jam the wheels. I had thought to built a new trade depot near the south wall...but I feel that given the slowed pace of development of late, it would be better to simply dismantle the traps. The entrance is secured, however.....the levers were connected in the middle of summer and seem to work most satisfactorily.

Speaking of trade, the second caravan of the year arrived in our splendid little abode. We traded for a great deal of wood, and also some steel weapons, armor and bars. It's not as good as what could be made here, I'm told, but it's better than what we *have*. If werebears are as much of a "thing" as they seem to be in these parts, we will have need of fine weapons soon. My leadership has quite literally transformed this fortress.....I do not think that the outer wall of the magma dike will be completed before my turn is over, but that won't stop me trying!

OOC

Yeah, ignore the little depot thing south of the walls....I've deleted it since. The actual plan was to have a new depot hanging over the lava...but I ditched it and forgot to delete the extra traps. Oh well. But hey! I just need to cap the ends (and cover them in traps to stop climbers) and build the outer wall and southern bridge....and we'll have a nice empty magma dike ready to be filled.:)

The inner wall gives us some protection already though. It looks like there's a gap to the south....but there isn't. I'm also trying to build (semi-temporary) line-of-sight blockers around the corpse piles.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on October 12, 2015, 09:01:31 pm

Quote from: Urist McKiwi on October 12, 2015, 07:17:09 pm

THe inner wall gives us some protection already though. It looks like there's a gap to the south....but there isn't. I'm also trying to build (semi-temporary) line-of-sight blockers around the corpse piles.

the dumping pit for corpses is right next to the pile. you could diminish the horror effects by emptying it, it usually takes like a day.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 12, 2015, 09:04:25 pm

Quote from: Taupe on October 12, 2015, 09:01:31 pm

Quote from: Urist McKiwi on October 12, 2015, 07:17:09 pm

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the dumping pit for corpses is right next to the pile. you could diminish the horror effects by emptying it, it usually takes like a day.

It's not so much "horror" as "undead" that I'm worried about. I'll look into it though....we're a bit short on haulers.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 12, 2015, 09:08:13 pm

Quote from: Urist McKiwi on October 12, 2015, 09:04:25 pm

Quote from: Taupe on October 12, 2015, 09:01:31 pm

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It's not so much "horror" as "undead" that I'm worried about. I'll look into it though....we're a bit short on haulers.

The pit is about 4 tiles away from the pile, so this task isn't time-consuming at all. Any idler will go there, grab a corpse, dump it, and grab another because they are all so close.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on October 13, 2015, 04:27:07 am

Cerol Melbiledos, the miller, is still alive I presume? I'd like to dwarf him. Vuohi-Pera did not have any relatives at all, and I could not see anything else about Vuohijumala except that he was a bear. So I guess I'll pick another dwarf with no relatives for now. But later, when the unevitable occurs, I might pick a dwarf who has relatives and stick to his family line.

But for now, Cerol Melbiledos reveals his true identity! His name is "Vuohiparta" of the secretive and elusive Vuohi dynasty! And, uh.. that's it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on October 13, 2015, 05:48:59 am

<u>Spoiler: Meanwhile, back at Boardsomber...</u> (click to show/hide) Throne room of *Obok Abanstukos*, Queen of the Stirred Irons



"Summon Dodók Thîkutushil to the court!" Bellowed Obok.

"Your majesty." Dodók knelt on one knee and humbled himself before the queen of the Stirred Irons.

"You may rise, General Bookice. Tell me, how are the expeditions coming along?"

"You mean the 3 expeditions to reclaim our ancestral lands?"

Spoiler: The 3 expeditions (click to show/hide)

In the early spring of 200, The Shield of Winds of The Stirred Irons launched an expedition to reclaim Veilmanor.

In the early spring of 200, The Channels of Melting of The Stirred Irons founded Murderflood.

In the midspring of 200, The Fountain of Fainting of The Stirred Irons launched an expedition to reclaim Ceilinggood.

In the late spring of 200, The Tower of Gorging of The Stirred Irons launched an expedition to reclaim Masteredtomb.

"Yes. I've yet to hear a proper report."

"I apologize for the tardiness your majesty. We are facing troubles on many fronts, chiefly due to the sudden assault by the goblins, and news has been late to arrive. I've just received the reports, and I'm afraid the expeditions are not faring all that well."

"Please elaborate general."

"Well..." Dodók muttered as he drew up the battle reports. Spoiler: The fate of the 3 expeditions (click to show/hide)

"I'm afraid that the expedition to reclaim Masteredtomb has met with opposition, and the site has fallen into the clutches of the goblins."

Kök Nur, "The Assaults of Combat" A: 3 dwarves, no losses D: 1 goblin, lost Attacker was victorious. Part of Kökuzo, "The Assaulted Conflict" In the early spring of 201, The Immorality of Battles attacked The Tower of Gorging of The Stirred Irons at Masteredtomb. In the early spring of 201, the goblin Mota Hatchetplayed was struck down by the dwarf Cerol Scholarfence in Masteredtomb. Ω . ΔΔ ΔΔΔ △▲ The Conquest of Masteredtomb Part of Kökuzo, "The Assaulted Conflict"
In the early spring of 201, The Immorality of Battles defeated The Tower of Gorging of The Stirred Irons and took over Masteredtomb. The new government was called The Presided Chevil The Braided Ghoul.
In the early spring of 201, the goblin Bothon
Heatglazes was hacked to pieces by the dwarf Cerol Scholarfence in Masteredtomb.
In the early spring of 201, the dwarf Cerol Scholarfence settled in Masteredtomb. Ω ΔΔ

"Not all is lost however, The Shield of Winds were able to successfully deter the goblin menace."

Dotomkök, "The Bloody Assault" A: 3 dwarves, one loss D: 10 dwarves, no losses Defender was victorious. Part of Kökuzo, "The Assaulted Conflict" In the early spring of 201, The Immorality of Battles attacked The Shield of Winds of The Stirred Irons at In the early spring of 201, the dwarf Gozru Doomedtrap was shot and killed by the dwarf Ber Fountainnoses in The Beautiful Swamps. Ω ΔΔ · · · · · · △△▲ ▲・・・・・・

"The Fountain of Fainting were able to hold their own as well."

Kök ûd, "The Assaults of Chaos" 3 dwarves, one loss D: 1 dwarf, no losses Defender was victorious. Part of Kökuzo, "The Assaulted Conflict" In the early spring of 201, The Immorality of Battles attacked The Fountain of Fainting of The Stirred Irons ΩΩո"ոո" τՈր ո⊿"""""" In the early spring of 201, the dwarf ûsbu Entrymonstrous was struck down by the dwarf Toli Sliverclouts. Ulinononon Δμμ² τ^{υυυ}ΔΔ¹Δ¹¹ υπ na auu aalaa

"This is most troubling news. I would have thought that despite the lack of mutual contact, the fact that we did not interfere in their battles nor get embroiled in their affairs these few decades would have left us as on neutral relations. Seems like they disagree with that notion."

"Yes your majesty, they did not take kindly to our terms in that last treaty we had drawn up." said Dodók as he submitted the summary of the battle reports to the queen.

Spoiler: Summary of battle reports (click to show/hide)

Kökuzo, "The Assaulted Conflict" The Assaulted Conflict was waged by The Immorality of Battles on The Stirred Irons. The most significant cause of the conflict was a dispute over a formalized agreement. 201, Kök Nur, "The Assaults of Combat" occurred.
201, The Conquest of Masteredtomb began.
201, The Conquest of Masteredtomb ended.
201, Dotomkök, "The Bloody Assault" occurred.
201, Kök Tospas, "The Assaults of Strife" occurred.
201, The Conquest of Postfortresses began.
201, The Conquest of Postfortresses ended.
201, Kök ûd, "The Assaults of Chaos" occurred.
201, Ugotutu Edzum, "The Dangerous Onslaught of In the early spring of
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In the early spring of In the early spring of 201, Ogotutu Euzum, The Dangerous Onslaught of Boring" occurred.

In the early spring of 201, The Conquest of Ringbound began.

In the early spring of 201, The Conquest of Ringbound ended.

In the midspring of 201, Lakëetosp, "The Furious Siege" occurred.

In the midsummer of 201, Etosp Roslast, "The Siege of Frenzy" occurred.

In the midwinter of 201, Sukxusmkök, "The Squeezing Assaults" occurred.

In the late winter of 201, Etosp Ustrok, "The Sieges of Battle" occurred.

Dodók continued, "I had hoped that their prolonged campaigning would eventually wear down their own forces and keep them in check. I doubt we can stand by as neutral bystanders any longer, hoping to sit on the sidelines and reap the benefits from their battles of attrition.

Judging from the scale of the recent invasions, they must have been planning this ever since Samambesmar - "The Courageous Pulley" fell under their clutches in 77. The goblins sacked all their cities and put them under goblin rule. It is a pity, for if we had allied with Samambesmar back then, they would have served us well as a threat on their flank. Unfortunately, these things have come to pass, and I've heard that their former king lies forsaken in the wastelands, trying to eke out a living, while hoping to raise his shattered kingdom from the ashes of defeat. Fortunately, unlike them, we have not been slack in our preparations all these many years, and we have mustered up quite a force to reckon with ourselves."

"Yes..." murmured the queen. "The very same forces that are now arrayed against a foe that has emerged ever the stronger from their battles, and have finally decided to turn their gazes and spear points towards us."

Boardsomber.

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Silence fell upon both queen and her general, their minds deep in troubling thoughts.
"Tell me," her voice cut across the vast silence of the wide halls of Asobazuz. "how are conditions out there on the walls?"
"We are holding up at the moment your majesty." Replied the general.
Spoiler: Mountainhomes under siege (click to show/hide)
                                                                                                                                                                                                                                                   TO COLOR OF THE PROPERTY OF T
                                                                                                         Lakëetosp, "The Furious Siege"
    A: 2715 goblins, one loss
D: 5 goblins, 15 dwarves, no losses
    Defender was victorious.
    Part of Kökuzo, "The Assaulted Conflict"
In the midspring of 201, The Immorality of Battles
attacked The Emerald Gorge of The Stirred Irons at
    Boardsomber.
    In the midspring of 201, the goblin Cereÿa
Strangledteach was struck down by the goblin Edëm
Armorrhymed in The Beautiful Swamps.
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                                                                                             Etosp Roslast, "The Siege of Frenzy"
                                                                                                                                                                                                                                                  A: 4 humans, 1 dwarf, 1 elf, 2721 goblins, 6 losses
D: 5 goblins, 15 dwarves, 2 losses
    Defender was victorious.
    Part of Kökuzo, "The Assaulted Conflict"
In the midsummer of 201, The Immorality of Battles
attacked The Emerald Gorge of The Stirred Irons at
                                                                                                                                                                                                                                                   In the midsummer of 201, the dwarf Atu Werelarge was struck down by the goblin Momuz Gorgejails in The
    Beautiful Swamps.
   In the midsummer of 201, the human Ngerxung
Razorseduces was struck down by the goblin Melbil
Mirroredneutral in The Beautiful Swamps.
In the midsummer of 201, the dwarf Sazir Oilrhymes was
struck down by the human Nguslu Seducehands in
                                                                                                                                                                                                                                                                                    Boardsomber.
In the midsummer of 201, the human Stâsost
Limpedmenaces was shot and killed by the dwarf Uutok
Womenmountains in The Beautiful Swamps.
In the midsummer of 201, the human Smunstu Notchsteal
was struck down by the dwarf Zuntîr Cobaltwatches in
The Beautiful Swamps.
In the midsummer of 201, the elf Smunstu
Malignedsquirmed was struck down by the dwarf Kib
Minecharm in The Beautiful Swamps.
In the midsummer of 201, the dwarf Led Evenguild was
struck down by the human Nguslu Seducehands in
Boardsomber.
    Boardsomber.
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Sukxusmkök, "The Squeezing Assaults"
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  A: 9 dwarves, 10 humans, 2711 goblins, 19 losses
D: 5 goblins, 13 dwarves, no losses
                                                                                                                                                                                                                                                                           Defender was victorious.
 Part of Kökuzo, "The Assaulted Conflict"
In the midwinter of 201, The Immorality of Battles
attacked The Emerald Gorge of The Stirred Irons at
                                                                                                                                                                                                                                                                           Boardsomber.
In the midwinter of 201, the dwarf Asmel Manorwheeled was struck down by the dwarf Stodir Standardwilt in The Beautiful Swamps.
In the midwinter of 201, the human Ofo Shaftale was struck down by the dwarf Zuntîr Cobaltwatches in The
  Beautiful Swamps.
Beautiful Swamps.
In the midwinter of 201, the dwarf Dostngosp
Horrorbows was struck down by the dwarf Ilral
Slicktrade in The Beautiful Swamps.
In the midwinter of 201, the dwarf Monom Pastgranite
was shot and killed by the dwarf Zuntîr Cobaltwatches
in The Beautiful Swamps.
In the midwinter of 201, the dwarf Osta Scorpionshoves
was struck down by the dwarf Obok Constructrazor in
The Beautiful Swamps.
In the midwinter of 201, the human Dostngosp
Menacedtwist was struck down by the dwarf Ilral
Slicktrade in The Beautiful Swamps.
In the midwinter of 201, the human Dostngosp
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 In the midwinter of 201, the human Dostngosp
Blockprofane was struck down by the dwarf Sodel
Namewhips in The Beautiful Swamps.
                                                                                                                                                                                                                                                                          Etosp Ustrok, "The Sieges of Battle"
  A: 2 humans, 2 dwarves, 2716 goblins, 5 losses
D: 5 goblins, 13 dwarves, no losses
  Defender was victorious.
 Part of Kökuzo, "The Assaulted Conflict"
In the late winter of 201, The Immorality of Battles
attacked The Emerald Gorge of The Stirred Irons at
  Boardsomber.
  In the late winter of 201, the dwarf Snamoz
 Cursethunder was struck down by the dwarf Ilral Slicktrade in The Beautiful Swamps. In the late winter of 201, the human Stozu Scourgetheaters was shot and killed by the dwarf Inod
 Clenchedtongs in The Beautiful Swamps.
In the late winter of 201, the dwarf Gozru Demonwalks was struck down by the dwarf Zasit Milehelm in The
                                                                                                                                                                                                                                                                                                                         Beautiful Swamps.
 In the late winter of 201, the human Song
Phantommenaces was struck down by the dwarf Stodir
Standardwilt in The Beautiful Swamps.
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Scourgetheaters was struck down by the dwarf îton
Swordochre in The Beautiful Swamps.
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"Can we turn the situation around? Go on the counteroffensive perhaps?" Pondered the old queen.

"We have yet to muster our full forces your majesty. Their sudden many pronged attack has left us reeling and cut us off from our many outposts and baronies."

Spoiler: The Spry Sling defeated (click to show/hide)

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Kök Tospas, "The Assaults of Strife"
                                                                                                                                                                                                                                                                                                                                        A: 5394 creatures, 297 losses
D: 5 goblins, 4 dwarves, all lost
     Attacker was victorious.
     Part of Kökuzo, "The Assaulted Conflict"
In the early spring of 201, The Immorality of Battles
attacked The Spry Sling of The Stirred Irons at
     Postfortresses.
     In the early spring of 201, the dwarf Olon
Bendtrumpets was struck down by the goblin Datan
Labortaxes the Glories of Sound in The Beautiful
    In the early spring of 201, the elf Atu Rancorcruelty was struck down by the goblin îton Roofreigns the Beauty of Fogs in The Beautiful Swamps.

In the early spring of 201, the dwarf Eral Diketrance was struck down by the dwarf Meng Crushedbridges the Hermitic Panther of Splashes in The Beautiful Swamps. In the early spring of 201, the dwarf Zolak Wickedpractice was struck down by the goblin Datan Labortaxes the Glories of Sound in The Beautiful Swamps.
                                                                                                                                                                                                                                                                                                                                                                                   ΔΔΔ ......
    In the early spring of 201, the dwarf Logem Netshins was struck down by the goblin Dodók Ironsinge in The Beautiful Swamps.
In the early spring of 201, the human Azstrog Seducedips was struck down by the dwarf Urist Crowdgold the Cross Distinction of Trumpets in The Beautiful Swamps.
                                                                                                                                                                                                                                                                                                                                      TO CONTROL OF THE PROPERTY OF
                                                                                                                                             The Conquest of Postfortresses
    Part of Kökuzo, "The Assaulted Conflict"
In the early spring of 201, The Immorality of Battles defeated The Spry Sling of The Stirred Irons and took over Postfortresses. The new government was called The Torrid Malice.
In the early spring of 201, the human Båx Profanetouch settled in Postfortresses.
In the early spring of 201, the dwarf Kutsmob Spideryportals settled in Postfortresses.
In the early spring of 201, the human Zom Doomparches settled in Postfortresses.
  In the early spring of 201, the human Zom Doomparches settled in Postfortresses.

In the early spring of 201, the dwarf Rovod Saviorsmiths settled in Postfortresses.

In the early spring of 201, the dwarf Shorast Yellowtreaties settled in Postfortresses.

In the early spring of 201, the human Aslot Sinspite settled in Postfortresses.

In the early spring of 201, the dwarf Amxu Jawdread settled in Postfortresses.

In the early spring of 201, the dwarf Vabôk Fistshoots settled in Postfortresses.
                                                                                                                                                                                                                                                                                                                                        △△▲ ▲-----
                                                                                Spoiler: The Rainy Mine defeated (click to show/hide)
     A: 1 human, 2 goblins, no losses
D: 5 dwarves, 1 human, all lost
     Attacker was victorious.
     Part of Kökuzo, "The Assaulted Conflict"
In the early spring of 201, The Immorality of Battles
attacked The Rainy Mine of The Stirred Irons at
 attacked The Rainy Mine of The Stirred Irons at
Ringbound.
In the early spring of 201, the dwarf Astesh
Tautfenced was struck down by the human Nguslu
Bastionruthless the Rhythmic Dance in Ringbound.
In the early spring of 201, the dwarf Deler
Basementportent was struck down by the human Nguslu
Bastionruthless the Rhythmic Dance in Ringbound.
In the early spring of 201, the dwarf Lokum Dashoars
was struck down by the human Nguslu Bastionruthless
the Rhythmic Dance in Ringbound.
In the early spring of 201, the human Shorast
Letterpaint was struck down by the human Nguslu
Bastionruthless the Rhythmic Dance in Ringbound.
In the early spring of 201, the dwarf Doren Tonguegild
was struck down by the human Nguslu Bastionruthless
the Rhythmic Dance in Ringbound.
In the early spring of 201, the dwarf Mûthkat
Clawbolted was struck down by the human Nguslu
Bastionruthless the Rhythmic Dance in Ringbound.
The Conquest of Ringbound.
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                                                                                                                                                                                                                                                                                                                                     The Conquest of Ringbound
    Part of Kökuzo, "The Assaulted Conflict"
In the early spring of 201, The Immorality of Battles defeated The Rainy Mine of The Stirred Irons and took over Ringbound. The new government was called The
      Livid Sin.
     In the early spring of 201, the human Nguslu
Bastionruthless the Rhythmic Dance settled in
     Ringbound.
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Uzo Slobu, "The Conflict of Throwers" The Conflict of Throwers was waged by The Lie of Sins on The Mint Tongs. The most significant cause of the conflict was a dispute over a formalized agreement. In the late winter of 201, Kök Kåbu, "The Assault of Beasts" occurred. In the late winter of 201, The Conquest of Craftcradle began. In the late winter of 201, The Conquest of Craftcradle ended. Kök Kåbu, "The Assault of Beasts" A: 20 goblins, no losses D: 3 dwarves, all lost Attacker was victorious. Trnical and the state of the s Part of Uzo Slobu, "The Conflict of Throwers"
In the late winter of 201, The Lie of Sins attacked
The Mint Tongs of The Stirred Irons at Craftcradle.
In the late winter of 201, the dwarf Lolor
Uttermirrored was struck down by the goblin Cani Enteredclear in Craftcradle.
In the late winter of 201, the dwarf Olin Milerazor was struck down by the goblin Cani Enteredclear in Craftcradle. In the late winter of 201, the dwarf Alåth Blazesnets was struck down by the goblin Cani Enteredclear in The Conquest of Craftcradle ""AAnnn".". IN JANNAA"... IN JANNAA"... IN JANNAA"... IN JANNAA IN Part of Uzo Slobu, "The Conflict of Throwers"
In the late winter of 201, The Lie of Sins defeated
The Mint Tongs of The Stirred Irons and took over
Craftcradle. The new government was called The Vice 110~ " Δη' η Γ Πηπηη "η Πηπηη η Πηπημη η Για η Γ of Paddles. In the late winter of 201, the goblin Cani Enteredclear settled in Craftcradle. Spoiler: The Violent Board endures (click to show/hide) Ospguaslez, "The Riddled War" The Riddled War was waged by The Disloyalty of Thrones on The Violent Board. The most significant cause of the conflict was a dispute over a formalized agreement. In the midautumn of 201, Etosp Smuslo, "The Siege of Raking" occurred. In the midautumn of 201, Etosp Spus, "The Sieges of Disemboweling" occurred. Etosp Smuslo, "The Siege of Raking" A: 14 goblins, one loss D: 3 dwarves, no losses Defender was victorious. Part of Ospguaslez, "The Riddled War" In the midautumn of 201, The Disloyalty of Thrones attacked The Violent Board of The Stirred Irons at Boltwheel. In the midautumn of 201, the goblin Rulac Bornhailed was struck down by the dwarf Kosoth Rimshadows in The Yawning Swamps. Etosp Spus, "The Sieges of Disemboweling ΔΨ, Πη^{νι πιν} πΩηηΔΔΔΥΥΠ A: 12 goblins, one loss D: 3 dwarves, no losses Defender was victorious. Part of Ospguaslez, "The Riddled War" In the midautumn of 201, The Disloyalty of Thrones attacked The Violent Board of The Stirred Irons at Boltwheel. In the midautumn of 201, the goblin Amal Luredboar was shot and killed by the dwarf Ast Sunkenlances in The Yawning Swamps. T-0"400040 004

"I am certain that they had waited all this time for us to stumble first, waiting for an opportunity for us to thin our forces here. The expeditions we launched for the glory of Armok on the bicentennial of our founding gave them exactly that window of attack that they've been waiting for, and we sent out all the young and abled to retake those ruins." Dodók ventured.

"Erm..." The general stumbled in his words.

"Allow me to answer that question your majesty..."

Footsteps sounded in the hall. Eyes turned to look upon the new figure that had walked in on their conversation.

Out of the shadows, stepped forth Dôbar Pearshoots, outpost liaison of the Stirred Irons.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on October 13, 2015, 06:08:38 am

"Your majesty, I have returned from the annual trading missions and I bring a report." said Dôbar as he knelt in veneration of the old queen.

"General Bookice, you are excused for now. You may speak freely Dôbar."

"Then I shall take my leave." Said Dodók as he bowed and exited the queen's throne room.

"Tell me of this outpost loyal subject."

"Certainly your majesty. The expedition party call themselves The Channels of Melting. They have settled near the Ungodly Waters as per your instructions, and they've named the settlement Murderflood."

"Ah yes! Now I remember. What news from this Murderflood?"

"They have taken to the dunes as well as they may, though they have not quite fully settled down, being troubled by the local fauna. There have been many casualties though the situation seems to have stabilized somewhat since my last visit."

"Hmmm... that is as well as can be expected." A gleam of cunning flashed in the old queen's eyes.

"Go on. What of the protege I have sent to guide in the building of the fortress?"

"You mean... this Zuglarkun?"

"Yes. Zuglarkun. I bestowed upon her special honors gifting her both title and rank because she had unveiled a marvelous design before me," at this her eyes wandered upwards as if reminiscing the encounter. "The shining crown jewel of the desert seas she said, a marvel above all other wonders."

"Your maj-", Dôbar tried to interject, but the old queen continued on with her speech.

"You may not know this Dôbar, for you were only recently appointed to your position as outpost liaison. But I have been searching for such a candidate for a long time. She showed little fear upon the mention of the Ungodly waters, only zeal for the joy of guiding the hand of Armok in order to fashion such-"

"I beg your pardon you majesty, but please allow your lowly servant to speak. I'm afraid this protege of yours, this Zuglarkun, now lies dead in the bosom of the desert of dreams."

"-a marvellous creation... Hold up," The queen turned to face Dôbar.

"Did you say dead?"

"Yes your majesty, reports say she died of an infection."

"...

Obok just stood there dumbfounded at the news.

"Your majesty?" inquired Dôbar softly. At this, the queen snapped back into attention a little, her gaze drifted towards the floor, deep in concentration as if trying to decipher some inscrutable puzzle that lay at her feet.

She paced slowly around, her back facing the liaison, mumbling to herself just out of range of Dôbar's hearing. But he was able to catch a few garbled words, something about a "Duck".

Suddenly the queen stopped in her tracks, as if regaining her composure, her back still facing towards Dôbar.

"... what of the documents she brought with her?"

"Your majesty, its been 2 years now. I'm afraid-"

"Silence!" The queen flung herself around to face the liaison, whom was startled at this outburst. "I will not entertain thoughts of defeat!" She yelled, then softly her tone changed, "Not now, not with the enemy breathing down our necks out there." She motioned towards the direction of the fortress gates.

"I... will have to think this through further... You are dismissed."

Dôbar hurriedly excused himself, the doors to the queens chamber clanging shut loudly behind him, the echoes receding down the corridors into the distance.

OOC: Front page has been updated with data on our pointy eared friends. Outpost liaison info updated with picture.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on October 13, 2015, 01:01:39 pm

The Dangerous Onslaught of Boring, what a name. So that one human killed all our six brethren and the two goblins just watched and hanged around? Geez..

Nice storytelling, btw!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 13, 2015, 03:12:29 pm

"The assaults of combat" is a pretty dwarven name for a battle.

I did get some news from the traders, but I forgot to screencap it. It was a bit out of date anyway.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on October 13, 2015, 04:15:28 pm

Quote from: Vuohijumala on October 13, 2015, 01:01:39 pm

The Dangerous Onslaught of Boring, what a name. So that one human killed all our six brethren and the two goblins just watched and hanged around? Geez..

Nice storytelling, btw!

I concur, that was really well-written. The fortress is still young, but we already have a ton of backstory and lore about the world, moreso than many, many other successions. Hopefully this will keep people inspired...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: De on October 13, 2015, 10:04:44 pm

I like when people find ways to work a worlds backstory into the fort and give the whole thing some life, so to speak. I don't want to offend any undead who may be wandering the shores of the haunted lake.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 13, 2015, 10:10:11 pm

BTW, Zuglarkun, that throne room image is kinda neat and you should definitely put it on the front page inside the queen's description!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on October 13, 2015, 10:23:12 pm

Quote from: De on October 13, 2015, 10:04:44 pm

I like when people find ways to work a worlds backstory into the fort and give the whole thing some life, so to speak. I don't want to offend any undead who may be wandering the shores of the haunted lake.

Don't worry, the ghosts are reasonably friendly right now.

I'll update probably tomorrow or the day after: it's the end of the semester and I've got a couple of weeks to write 15K words on various topics, so time's a bit short.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on October 13, 2015, 11:36:16 pm

Quote from: Taupe on October 13, 2015, 10:10:11 pm

BTW, Zuglarkun, that throne room image is kinda neat and you should definitely put it on the front page inside the queen's description!

Done.

Quote from: Taupe on October 13, 2015, 04:15:28 pm

Quote from: Vuohijumala on October 13, 2015, 01:01:39 pm

The Dangerous Onslaught of Boring, what a name. So that one human killed all our six brethren and the two goblins just watched and hanged around? Geez..

Nice storytelling, btw!

I concur, that was really well-written. The fortress is still young, but we already have a ton of backstory and lore about the world, moreso than many, many other successions. Hopefully this will keep people inspired...

Quote from: De on October 13, 2015, 10:04:44 pm

I like when people find ways to work a worlds backstory into the fort and give the whole thing some life, so to speak. I don't want to offend any undead who may be wandering the shores of the haunted lake.

Thanks for the feedback guys. Its really encouraging:)

Really surprised at how the mountainhomes were able to hold up thus far with only 20 defenders against some 2000+ invaders, they must have some pretty solid defenses or a pretty elite crew. They've gotten sieged just about every single season in 201.

Also, I just noticed, but its actually not a haunted lake but-

Spoiler: A terrifying lake (click to show/hide)



Erm so... You might want to change the description on the front page Taupe :P

EDIT: Logs for McKiwi's turn rearranged along with all the other journals for the year. Jumps around between posts quite a bit, but should follow chronological ordering.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on October 14, 2015, 12:24:19 am

So, how's my arm doing? And why was I in the caverns in the first place? Could I take a look at my skills?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 14, 2015, 12:53:08 am

Quote from: Zuglarkun on October 13, 2015, 11:36:16 pm

Erm so... You might want to change the description on the front page Taupe :P

Done. It's now glowing too.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 14, 2015, 05:57:05 am

Quote from: Zuglarkun on October 13, 2015, 11:36:16 pm

Quote from: Taupe on October 13, 2015, 10:10:11 pm

BTW, Zuglarkun, that throne room image is kinda neat and you should definitely put it on the front page inside the queen's description!

Done.

Quote from: Taupe on October 13, 2015, 04:15:28 pm

Quote from: Vuohijumala on October 13, 2015, 01:01:39 pm

The Dangerous Onslaught of Boring, what a name. So that one human killed all our six brethren and the two goblins just watched and hanged around? Geez..

Nice storytelling, btw!

I concur, that was really well-written. The fortress is still young, but we already have a ton of backstory and lore about the world, moreso than many, many other successions. Hopefully this will keep people inspired..._____

Quote from: De on October 13, 2015, 10:04:44 pm

I like when people find ways to work a worlds backstory into the fort and give the whole thing some life, so to speak. I don't want to offend any undead who may be wandering the shores of the haunted lake.

Thanks for the feedback guys. Its really encouraging:)

Really surprised at how the mountainhomes were able to hold up thus far with only 20 defenders against some 2000+ invaders, they must have some pretty solid defenses or a pretty elite crew. They've gotten sieged just about every single season in 201.

Eh.....combat in legends/offscreen modes is still a bit.....interesting....in terms of who wins a one-sided engagement.

Once, in a world I had in a slightly earlier version......there was an elf who had a very interesting time while I was having my fort run. He'd escaped from slavery (goblin civ) and decided to settle down by himself. His former masters sent about 1700 peeps at him. He killed and ate 1500 of them before they ran away.

....sadly, they came back with \sim 30 dudes the next year and killed him. I assume he was an immobile blob of flesh by this point from all the people he'd eaten.

But yeah, it's pretty much par for the course to have 2000 dudes get slaughtered in improbable fashion by a small group of defenders. It certainly makes for better stories.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: De on October 15, 2015, 06:16:00 pm

by: De on October 15, 2015, 06:16:00 pm

My favorite in my current fortress is a wombat demon who settled in her slade tower, The Adorable Tower (of course), to reign over a goblin civilization and basically enjoy a peaceful life. Her only companion was a female goblin, the Lady of the Smooth Sins. This weird human civ, called the Intense Kingdom, spent years attacking this tower with dozens of men and being driven off by the goblin. Then one of them got the better of her and the wombat demon went nuts and slaughtered them all. She then wandered off and has been roaming the land killing humans ever since. I see it as a tragic romance.

Who's next up on the turn list for this fort?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 15, 2015, 06:52:54 pm

Quote from: De on October 15, 2015, 06:16:00 pm

My favorite in my current fortress is a wombat demon who settled in her slade tower, The Adorable Tower (of course), to reign over a goblin civilization and basically enjoy a peaceful life. Her only companion was a female goblin, the Lady of the Smooth Sins. This weird human civ, called the Intense Kingdom, spent years attacking this tower with dozens of men and being driven off by the goblin. Then one of them got the better of her and the wombat demon went nuts and slaughtered them all. She then wandered off and has been roaming the land killing humans ever since. I see it as a tragic romance.

Who's next up on the turn list for this fort?

Deus Asmoth, once I finish up the year.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Deus Asmoth** on **October 15**, 2015, 08:25:56 pm

Heh heh heh

Title: Por 'Murderflood: Posurrection II: The Poheet (Ardentdikes IIIv3)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on October 15, 2015, 08:38:37 pm

Quote from: Urist McKiwi on October 15, 2015, 06:52:54 pm

Quote

Who's next up on the turn list for this fort?

Deus Asmoth, once I finish up the year.

Except for that whole part where half the fortress was locked outside with a deadly mammoth and a vampire, he's done a good job of keeping us alive in the past.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 16, 2015, 05:44:17 am

Upshot, we seem to be entirely free of both Mammoth's and Vampires. Undead we have a plenty though.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Deus Asmoth** on **October 16, 2015, 08:30:40 am**

I did a lot of good during my turn as well though. Like that bedroom I had built for my daughter. And... plenty of the unhappy dwarves were killed so they couldn't upset other dwarves.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on October 16, 2015, 08:49:20 am

Quote from: Triaxx2 on October 16, 2015, 05:44:17 am

Upshot, we seem to be entirely free of both Mammoth's and Vampires. Undead we have a plenty though.

...Wait this totally isnt icehold NEVERMIND.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: De on October 16, 2015, 05:32:56 pm

Damn it Taupe, you almost confused me too. I was gonna say "actually I think the population boom makes for a good story point" but this isn't the right thread. This is the desert, werebears, terrifying lakes, right...

Edit: I just got home from work and I'm so tired but now all I want is a Murderflood Icehold crossover somehow.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on October 16, 2015, 07:32:39 pm

That would be Roomcarnage...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 17, 2015, 05:38:55 am

Right, I'm not dead....but I've had a few issues with my studies and updates *may* be a bit delayed. I'm hopeful I'll be able to work in some more gametime tomorrow and do an update though...it just depends on how much work I can get done. Lots of major projects to get done, and not that much time to do them in. If things do go pear-shaped I'll just upload the save as of Autumn and let the next person have an extra bit of turn.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 19, 2015, 06:58:26 am

Ok, didn't have time to big IC write-ups, so I just wrote down what happened as I played. I'm now up to winter!

-Armorer (not a dorfed one) got a strange mood. Required cloth. Took me all three goes getting peeps and materials to the depot to get the sort he wanted. Dunno what he's making, but it's made of copper, alpaca wool, and kitten bone. If I'd had a bit more warning I'd have sent the steel ingot I bought from the traders down there ahead of time. Oh well.

-Speaking of which, I am killing every unclaimed cat and kitten in the fort. There were a *lot* of them. Now there's about 15 less. We'll still be breeding them, but I'm fine with that. Gotta have those bone bolts!

-Dike construction continues. I've built the service ramps that will let us continue working on it when the outer wall is complete.

-Also set up a little island in the dike. We can make a tower there, or we can build the trade depot there for giggles later.

-Some bits are getting ignored though....we have a massive farming backlog, and some construction jobs are getting ignored. Still, it's going well. These traders are lovely people and have really been useful this year.

Continued from a bit later in the same session:

-You know, playing "I don't want to set the world on fire" in the background works really well for DF. No lava to play with, alas.

-It's.....a copper low-boot! Worth 6960, no special images. No images at all, actually. It's just a really, really good low-boot. Since our soldiers are set to only have one boot each, I've given Sir Humphrey the honor of having this one.

-MIGRANTS! We're now back over 60 dwarves. And one of them is a rather competant bone doctor and other general medical person. And a macedwarf to boot. That's going to be very useful.

-It occurs to me that I've only made about 10 new bedrooms this year, and they're all rather crap. Oh well. Someone else's problem.

-AAAAAH. Zuglarkun II's corpse has risen and is killing people.

-And a fire imp has made it into our stairwell, somehow, and is attacking the mayor. Oh well. Nobles.

-AAAAAAAAAAAAAAAAA

Ok we've beaten Zuggles II back to death (That's, what, four deaths now? And you've only had three dwarfs named after you.), the mayor is not on fire, and we've only lost four or so people. This fortress seems to like having things appear right at the door. I think the lake did something funky to the corpse because there's no massive undead army outside killing us.....a death in the evil biome would mean eventual rising as a zombie, so that's probably what happened... I also think walling off the lakeside would be a good idea, if it weren't such a risk to attempt it.

-Nice to see that dwarves recognise that "on fire" is not a good condition for a bed.

-We need to work out how that imp got in....I closed the bridge to the caverns. There should be no way in.

-Oh and our hammerdwarf is on fire. BTW. He thinks this is a great time to go do some sparring. While on fire.

-Yeah, that didn't end well.

-Death toll is now at seven or so. Maybe a few more. We really need better gear for the military....they're good soldiers, but they don't have what they need to do their job.

-I've built a temporary hospital where the trade depot used to be. This needs to get replaced at some point as it's too small and can't be cleaned up if we get an extract problem.

However.....winter has just arrived.....and the dike is completed and ready to be filled.....eventually. If people get around to it.

The end-caps that will stop it draining into the lake mean it needs to extra walls to block climbers. Ideally, the dike would be an extra z-level higher...but that would mean ripping out the bridges and starting again. So that looks a bit odd and may need some revisions...but it's working!

So apart from that, it's.....

'Zuglarkun II', Inethugosh, Ghostly Mason can be heard howling throughout the fortress!

Dammit Zuggles! GO AWAY and STAY DEAD ALREADY.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: TheFlame52 on October 19, 2015, 07:58:30 am

Train wreck in slow motion.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on October 19, 2015, 01:47:38 pm

Well, at least there have been no bears for a while. Quote from: Vuohijumala on October 13, 2015, 04:27:07 am

Cerol Melbiledos, the miller, is still alive I presume? I'd like to dwarf him. Vuohi-Pera did not have any relatives at all, and I could not see anything else about Vuohijumala except that he was a bear. So I guess I'll pick another dwarf with no relatives for now. But later, when the unevitable occurs, I might pick a dwarf who has relatives and stick to his family line.

But for now, Cerol Melbiledos reveals his true identity! His name is "Vuohiparta" of the secretive and elusive Vuohi dynasty! And, uh.. that's it.

Btw, did you notice my dorfing request? :(

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **October 19, 2015, 01:58:44 pm**

Quote from: Vuohijumala on October 19, 2015, 01:47:38 pm

Btw, did you notice my dorfing request? :(

Don't you mean "Bounty" tho?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 19, 2015, 03:27:09 pm

Quote from: TheFlame52 on October 19, 2015, 07:58:30 am

Train wreck in slow motion.

Not really. Things went pretty well....it's just that our fort has some issues with 1: Body recovery and 2: Lacking a source of iron and steel armor (well, except what I bought from the traders). We're still gaining people rather than losing them, and I was always expecting something horrible to turn up while everyone was outside building. It's just that this was a bit closer than I'd expected.

Quote

Btw, did you notice my dorfing request?

I didn't, sorry. I'll dwarf you when I start the final play-session.

Edit: The other problem we have is that *usually* I'd install dozens of weapons traps specifically to mop up stray imps and the like. But we have no coal, and no spare weapons. So that....hasn't happened.

Edit2: I'll try to do that last session today....getting close (might even be past) the 2 week limit and I still have a lot of work to do for courses.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on October 19, 2015, 05:19:49 pm

Quote from: Urist McKiwi on October 19, 2015, 03:27:09 pm

I didn't, sorry. I'll dwarf you when I start the final play-session.

Great, thanks:)

Quote from: Taupe on October 19, 2015, 01:58:44 pm

Don't you mean "Bounty" tho?

Bounty? :D

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **October 19, 2015, 06:57:37 pm**

Every dwarf you claim dies within two weeks, thats like putting a price on their head...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 19, 2015, 07:23:11 pm

Quote from: Taupe on October 19, 2015, 06:57:37 pm

Every dwarf you claim dies within two weeks, thats like putting a price on their head...

That is at least better than Zuglarkun's record at this point.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on October 20, 2015, 05:37:37 am

Quote from: Urist McKiwi on October 19, 2015, 03:27:09 pm

Edit2: I'll try to do that last session today....getting close (might even be past) the 2 week limit and I still have a lot of work to do for courses.

Since you picked up the save on the 7th, you have until the 21st to wrap things up. If need be, get the save up first and the write up can follow later on.

Quote from: Urist McKiwi on October 19, 2015, 07:23:11 pm

That is at least better than Zuglarkun's record at this point.

Running gag is running. I'm sorely tempted to request being dorfed with that same name again just to see if the game is trolling me. Though I admit, I was immensely amused.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 20, 2015, 06:07:23 am

It's only actually been 10 of the 14 days. And then only because I finished my turn early.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 20, 2015, 06:22:43 am

Quote

I'm sorely tempted to request being dorfed with that same name again just to see if the game is trolling me. Though I admit, I was immensely amused.

I gave you a militia dwarf shortly after the last batch of deaths just in case. You're a bit tougher this time so there's that at least. I'll recover the stats when I do an IC update and you can ask the next overseer to keep/toss the dwarf.

Anyway, updating! It's the 21st, just, so...OOC for now and basically streamed as I play. IC update will be later on

Good news! I found the magma sea! And Adamantine!

Unfortunately we're just a little bit flooded with magma on the lower levels now. And Triaxx *maaaaaaay* be a little bit dead and on fire. I'm not actually sure about that though. He was certainly on fire the last time I saw him (also swimming in magma), but he seems to have gone away a bit since then.

In my defense, it was *his* idea to lie down and have a nap immediately after breaking through a wall into an ocean of magma. my plan was for him to run like hell once I realised I was a z-level too low for a safe breakthrough.....but nope. Guess he was just dying for some rest.

Oh, and another strange mood! And we have everything for it! And it's a blacksmith which is really nice since that means a lot of skill gains without using any coal.

Even better...it's a floodgate. And because it's an artefact, that means that even though it's made of copper....it's magma safe! Yaaaaaay! :)

I've redorfed a whole bunch of people as various random dwarves. And started adding labels to my new levers. And for some reason the game decided that one of our dwarves is secretly a wagon, and rebound the F1 hotkey to follow them, rather than zooming to the wagon site. I've fixed that though. I've also got the old "Dwarves won't build a floor because the rock needed to create the floor is getting in the way" bug.

We're down to 52 people all up, which....well...if I'm honest, I'm disappointed. But it's paved the way for a much, much safer fortress.

Ah, babies. Yes. Wonderful. Back to 54. And I've finished the new entrance (Well, enough of it to be functional when the jobs are completed) with mere days to spare! Our trade depot is now isolated, so we can let traders in without exposing the fortress to external hazards!

I just handled our cold-cases. Since I appointed myself as commander at some point (or captain, or whatever), Sir Humphrey just tracked down our ranger (who beat someone a while back) and punched him until his hand exploded. Fantastic. Admittedly this presents an issue, as he was convicted for two counts of disorderly behaviour....Gwolfsky was convicted for about *ten*.

...yeah, 5 days later and I'm still beating the ranger while he sleeps. I can't wait until we get a hammerer.

And my last act as overseer is to beat Gwolfsy into unconsciousness in the middle of the hospital. Before realising that I can stop him dying just by vacating the position. So yeah, you may well survive this one, you dastardly criminal!

This has been a *great* turn. Oh, and we have a forgotten beast in the caverns. I'm glad I didn't try colonising them...it wouldn't have gone well.

I'll edit this with the save once I've got it uploaded. I'll let others handle the screenshots (and a stonesense render or whatever might be cool as well).

EDIT: Righto! The savegame is HERE (https://dl.dropboxusercontent.com/u/4915761/Murderflood%20Reboot/MurderfloodEndTurn3.zip). Game is saved looking at the new entrance and trade depot...which is set to have the depot open for trade, but the fortress sealed. Check notes screen for info. Levers are in top left of screen.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 20, 2015, 01:43:20 pm

There really is only one comment I can make, on yet another death to magma: FUUUUUUUUUUUUUUUUUU

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Sanctume on October 20, 2015, 01:49:17 pm

I hear we have magma access. Let me get my armor forge going. Maybe a nice forge above the lakes.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on October 20, 2015, 02:25:45 pm

 $\label{eq:model} \mbox{Might take me a couple of days to get to this while I finish up the game I'm currently doing a turn on.}$

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 20, 2015, 02:46:50 pm

Quote from: Sanctume on October 20, 2015, 01:49:17 pm

I hear we have magma access. Let me get my armor forge going. Maybe a nice forge above the lakes.

The space for construction is very limited because of the third cavern layer...but there should be room for a few forges. Alternatively we can pump some out to another area while (or after) we've filled the dike.

Quote

Might take me a couple of days to get to this while I finish up the game I'm currently doing a turn on.

That'd give me time for an IC roundup post, so that'd be awesome.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 20, 2015, 04:38:43 pm

Zuglarkun got back to me about dwarving preferences too late for me to handle them, so I've de-dorfed them and re-uploaded the savegame. Also put in a couple of critical orders I forgot to do the first time around. Old savegame link is still valid but you will need to download it again if you've already grabbed it.

(https://dl.dropboxusercontent.com/u/4915761/Murderflood%20Reboot/MurderfloodEndTurn3.zip)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 20, 2015, 05:15:39 pm

Depends on the location, but pump stacking up is the best option. We're going to have to do it for the dike anyway, so we might as well preplan for magma forges on the workshop levels. Maybe duplicate the room section a little more north, so the magma doesn't A) have too far to go, and B) run under any of the other workshops. Separate out the power system for upper and lower pump stacks and place a floodgate in the way so that the magma doesn't get side tracked until we're ready for it to.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Blitzgamer on October 20, 2015, 05:16:55 pm

Blitz Gamer's Travel Log:

Why oh why did I have to end up here? not only is my arm mangled, not only do I have no idea why I was sent into the caverns in the first place, but now there's rioting in the halls, triaxx is on fire, we're being flooded with magma, and my son still hasn't had his name legally changed to Collin due to all the bureaucratic red tape. I really hope things get fixed soon, or I may end up having to respawn, and who knows where I'll end up.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on October 20, 2015, 06:10:36 pm

Quote from: Taupe on October 19, 2015, 06:57:37 pm

Every dwarf you claim dies within two weeks, thats like putting a price on their head...

Quote from: Urist McKiwi on October 19, 2015, 07:23:11 pm

That is at least better than Zuglarkun's record at this point.

..I was kind of coming to this :D Although one of my deaths was accompanied by a few extra deaths..

But yeah, point taken :D But I'm confident in Vuohiparta. I'm sure he'll do just fine.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 20, 2015, 06:19:09 pm

Quote from: Vuohijumala on October 20, 2015, 06:10:36 pm

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Quote from: Urist McKiwi on October 19, 2015, 07:23:11 pm

That is at least better than Zuglarkun's record at this point.

..I was kind of coming to this :D Although one of my deaths was accompanied by a few extra deaths..

But yeah, point taken :D But I'm confident in Vuohiparta. I'm sure he'll do just fine.

He was alive and pursuing a career in...I think cooking actually...when I left off. Unless you go mad, die, get replaced, have your replacement die, rise from the dead as a zombie, kill a bunch of people, get re-killed, rise as an angry ghost, then refuse to go away when you're slabbed, and then do something else (and all within a single year), you'll be doing better than Zuglarkun's incarnations did this year.

...Actually he might be angry because I accidentally had his body dumped rather than buried. Hmm.

I set the kitchen to spam out the best possible meals, BTW. And also started a potato farm. Because while the dwarves can't invent proper chips, they can manage a sort of abstract approximation of crisps in the form of potato biscuits. And gathering all the plants that weren't too close to the lake (Do NOT mess with the lake) gave us a lot of potatoes.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **De** on **October 20, 2015, 10:10:27 pm**

Oh god, it's another dead Zuglarkun. Those things are really beginning to clutter up the place. Throw it under the corpse crusher and hope no one notices.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on October 20, 2015, 10:14:37 pm

Quote from: De on October 20, 2015, 10:10:27 pm

Oh god, it's another dead Zuglarkun. Those things are really beginning to clutter up the place. Throw it under the corpse crusher and hope no one notices.

At this rate we could make a special "Zuglarkun-only graveyard". When the necromancer arrive they'll be able to raise a full-sized army of Zuglarcorpses.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on October 20, 2015, 10:25:05 pm

Quote from: Taupe on October 20, 2015, 10:14:37 pm

Quote from: De on October 20, 2015, 10:10:27 pm

Oh god, it's another dead Zuglarkun. Those things are really beginning to clutter up the place. Throw it under the corpse crusher and hope no one notices.

At this rate we could make a special "Zuglarkun-only graveyard". When the necromancer arrive they'll be able to raise a full-sized army of Zuglarcorpses.

We've only had three of them die thus far, but one of them is in several tiny pieces at the bottom of a pit, I think. Unless the dwarves ninja'd his body to the graveyard before it got dumped.

Unfortunately I couldn't find the Dyer that immigrated this year, so I couldn't ironically redorf him. I guess he got good at masonry or farming isntead.

.....BTW, is it bad to be thinking "Wouldn't it be cool to drop a necromancer in the corpse-disposal pit"?

Edit: Also, since I'm feeling brave....I'd like to request a **second turn** at some point. With our historical skip-rate ignored, I should get in around Year 15-20 or so, which is always the fun part....and if we DO use the old rate, then I'll get in sooner and all will be well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on October 21, 2015, 12:57:48 am

Hold on a second, how did Triaxx die?

Reports from Legends say that Triaxx was mortally wounded by Nako the werebear with a giant cave spider silk mitten. Yes, that same Nako that attacked us year 1 and passed on the werebear curse to Vouhijumala, and then was eventually killed by Gwolfsky. Since then, the skeleton of Nako has laid in the inlet to the lake that Taupe channeled to act as a well in year 1, and its still there. A most odd set of circumstances.

Quote from: Urist McKiwi on October 20, 2015, 10:25:05 pm

We've only had three of them die thus far, but one of them is in several tiny pieces at the bottom of a pit, I think. Unless the dwarves ninja'd his body to the graveyard before it got dumped.

Yeah, Zuglarkun II killed 3 dwarves and earned herself the name Azmolathel - Obscureringed. The skeleton and its various bits lie in that charnel pit of doom and misery which also house the remains of several other ghostly dwarves. So yeah, you don't need to slab her, just open up the pit and fish out the dwarf corpses.

Requesting to be dorfed as Imush Kubukonul. Enable building designer and diagnostician labors (since he finds helping others rewarding) please. Also, I know its nigh impossible, but try to keep the bugger out of trouble. :P

Also, anyone have any objection on including a "Book of Grievances" section on the Frontpage? Mainly it lists the "named" and notable enemies of Murderflood.

EDIT: Frontpage updated with Pictures of the fort from Triaxx's turn and McKiwi's turn.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 21, 2015, 01:18:54 am

Quote from: Zuglarkun on October 21, 2015, 12:57:48 am

Hold on a second, how did Triaxx die?

Reports from Legends say that Triaxx was mortally wounded by Nako the werebear with a giant cave spider silk mitten. Yes, that same Nako that attacked us year 1 and passed on the werebear curse to Vouhijumala, and then was eventually killed by Gwolfsky. Since then, the skeleton of Nako has laid in the inlet to the lake that Taupe channeled to act as a well in year 1, and its still there. A most odd set of circumstances.

Well the Triaxx I lost went to sleep in front of an advancing wall of magma. I didn't actually see the death...I just got the "cancelled rest, dangerous terrain" message. Oh well. He was definitely on fire though....and that's usually a 100% kill for unarmored dwarves who haven't had some horrific body-mods inflicted on them to make them immune to fire.

Wait.....we have a werebear skeleton......in the lake. IE: In an evil biome environment that's behind our defenses. Oh great.

(Yeah, future people, please wall off the lake. It's really, really dangerous to us Might be possible to extend the dike as well if you really want to.)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 21, 2015, 04:21:09 am

Are we sure we're not on our second Triaxx? Because I know I wouldn't have succumbed to a pimp-slapping, but I have a pretty bad record when it comes to magma.

Why wall off the lake, when we can turn it to obsidian?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 21, 2015, 04:39:20 am

Quote from: Triaxx2 on October 21, 2015, 04:21:09 am

Are we sure we're not on our second Triaxx? Because I know I wouldn't have succumbed to a pimp-slapping, but I have a pretty bad record when it comes to magma.

Why wall off the lake, when we can turn it to obsidian?

Because, being an evil biome, the mist that does horrible things to people can hit any tile within that area....but it won't travel out of that area. We had rather a lot this year, but it always stops within a couple of tiles of the lake edge (usually on the land side, so a dike would be great for that buffer area). Thus walling it off means we don't have to roof the whole thing in, and means a far lower chance of thralling a bunch of fishers that haven't had their labors turned off when they arrive at the fort. Or, in the case of obsidianing the lake and using it, a much larger slice of the fort population.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on October 21, 2015, 05:37:04 pm

12th of Felsite, 160, the fortress of Brandgears

Two children stood beside each other, watching the procession go by as the baron's procession went by, sparkling with the tributes of the surrounding lands. They watched as the gates of the fortress rumbled open before the caravan and as each of the heavy wagons was pulled into the depths, but when the gates closed again, one of the children continued watching with a contented smile while the other sighed and returned to pulling the weeds from around the runner beans the baron had decided to cultivate.

"Someday, I'm going to be the one those merchants will bow to," Inod said with a grin. She frowned as the other child continued exterminating the local plantlife with single-minded determination. "Did you hear me?" she demanded. "I'm going to be baroness, and I'll have the best room and never have to work in the dirt!"

Asmoth sighed as she straightened up again. "Why's that?" she asked.

"Because I'm a noble and nobles don't have to do anything they don't want to do," Inod tutted.

"Oh," Asmoth said. "Then I'll be a noble as well."

She laughed. "Don't be **stupid**, you have to be born into being a noble."

"No you don't," Asmoth answered slowly. "Your grandmother was a miner until-"

"Yes, but she had **influence**," Inod cut across her. "You have to found a fortress if you want to become a noble, and you'll never have the influence to do that because you're happy to work in the dirt outside all the time."

Asmoth stared at her. For a moment, Inod thought that the other girl was about to hit her, but then she dropped the plants she was holding and walked towards the fortress gates.

"You can do your own share of the weeds today," she said over her shoulder.

15th of Granite, 203, the fortress of Murderflood

The masons were the first to spot the migrants as they wandered towards the fortress as they laboured on the walls. Tulon whistled at the

dwarves inside the fortress.

"Gates down," he shouted. "More leeches to take our jobs!"

They were, for the most part, unremarkable. Labourers stumbling with exhaustion from the week long trip, glancing around nervously from the shambling corpses that their mothers had warned them would kill and eat them if they left the safety of their home tunnels. The last was more unusual. For a start, she was riding a horse, which was almost unheard of in dwarven culture where horses pulled wagons and occasionally got eaten. Her clothes were in an outlandish style that immediately told the high fliers of society that they were dealing with a person of refined taste and also alerted the average dwarf that they were dealing with a person who thought they had fine taste. A pair of children rode behind her. Edzul rushed up to the horseman.

"Hello there," she called up to her, smiling uncertainly. "I'm Edzul Kintongs, the mayor here."

"Yes," the rider said, sliding off her horse. "I was planning to make sure you knew of my arrival. Good to see that you're on top of things." "So... who are you, then?" Edzul asked, half-running to keep up with the newcomer as she led the horse towards the fortress. He stopped, apparently surprised by the question.

"I was told that you should be well aware of my approach by the time I arrived here," she frowned. "Oh well, accidents happen, I suppose. I am Lady Asmoth. The queen felt that someone with more experience in dealing with dignitaries would be required as Murderflood becomes a more important trading hub. There should have been a letter detailing my experience, but I suppose it got lost somewhere along the line..."

"You came from the capital?" asked Edzul. "We had heard it was under siege."

Asmoth appeared to hesitate for a moment before nodding sadly. "I had feared as much. There were rumours of an army approaching when I left. I've been on the road for a while and the migrants I ended up travelling with didn't seem too well informed on world issues. Who is currently in charge here?" she continued briskly, tugging on the horse's reins.

"No one at the minute," the mayor answered. "It's fortunate that you arrived to take over, it was starting to look like no one was going to take the job."

Shit, thought Asmoth.

Spoiler (click to show/hide)

"Of course," said Asmoth. "I was planning to offer my advice, but this seems simpler all around."

Edzul watched as Asmoth helped the children off her horse. A strange sense of dread was stealing over her. She dismissed it. Murderflood had surely survived worse than what some strange woman on a horse could throw at it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on October 21, 2015, 08:07:36 pm

Could I please ask how my dorf is doing? I assume I was re-dorfed during Urist's mass redorfing. If so, could I know who I have been redorfed as (and can they please be drafted into the military to die horribly fighting the inevitable werebears)?

If I wasn't re-dorfed for whatever reason, could you please dorf me as part of the military.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 21, 2015, 09:14:29 pm

The new migrants included a noble, or so he heard. Taupe, fields supervisor and first overseer of murderflood, figured it fell upon him to give the horse-rider a tour of the place he helped create. It had been three years now since they arrived to the desert, and the fortress had changed, yet somehow remained the same...

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"Greeting to ye, sir person noble dude!

- -Hum, hi, responded Lord Asmoth. I am Lord Asmoth, he explained redundantly.
- -Well, me I'm Taupe. The fields are somewhat dull during the end of winter, so I figured I'd give you a tour of da place!"

They were on the northern gate, where a set of bridges allowed access to the fortress area by going over a large, unfilled dyke.

- "The cactus had that built, but he couldn't finish it before resigning.
- -The...cactus?
- -Aye, Sir Humphrey Cactusson, pretty damn funny dude. Also, he's a cactus.

-..."



"To the south you can see our trade depot, away from the fortress. That way if the merchants turn into monsters or zombies we don,t get eaten right away.

-Does that... happen often?

Spoiler (click to show/hide)

-Well, no, just once a year. we would have moved otherwise, ha!"





"Anyway, there are more dykes and walls to the south, as well as a tower. You can get a pretty nice view of our awesome fortress from there.

-Isn't that just a one-story high building?

-Well, yeah but... it's atop a dune, so it counts as almost a two-story building, which is as tall as Murderflood itself!"





"Ah, this is the fortress. There are more bedrooms and tables than there used to be. It's pretty comfy now, assuming you enjoy microcline blowing apart your eyeballs while you stare at it, and awful temmperatures.

-Who was dumb enough to bring such bright, shiny stones to create a desert outpost anyway?

-Oh that was me! I got a nice deal on 'em on embark, heh."

The noble was too amazed by such a display of wealth to comment on the fortress. In fact, his high charisma allowed him to make a joke about the situation:

"So where's the fortress proper? -Ahahah, you nobles are so funny."

Spoiler (click to show/hide) .0π**ø**

"Anyway, you got the annexes below. first the new, enlarged farms. The cactus made them, he was such a great overseer.

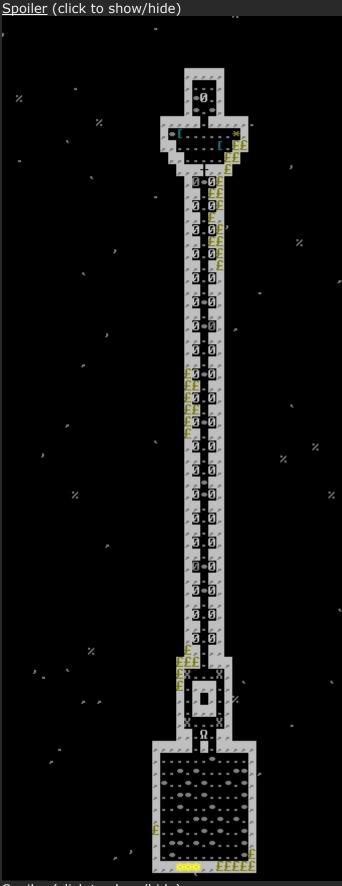
-...The cactus, right.

-Yup, he's one of my favorite ex-overseers right now.

-Out of...?

-Well, three, but one of them is me, and Triaxx sort of melted recently so he hasn't come back yet. So really right now, it's just me and the cactus overseeing da place.

-That... sure explains a lot."



Spoiler (click to show/hide)

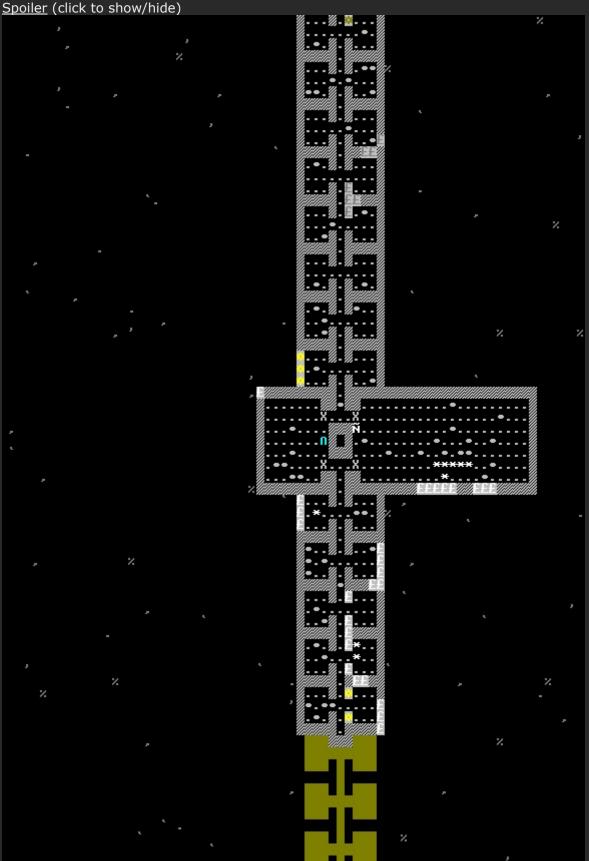


"Speaking of sir Humphrey Cactusson, he had this wonderful tomb built for himself, as well as some new rooms to store stuff."

Lord Asmoth appeared disturbed by the frequent mentions of the cactus. No doubt, the sight of this tomb reminded him that even a wise and spikey overseer was doomed to die at some point.

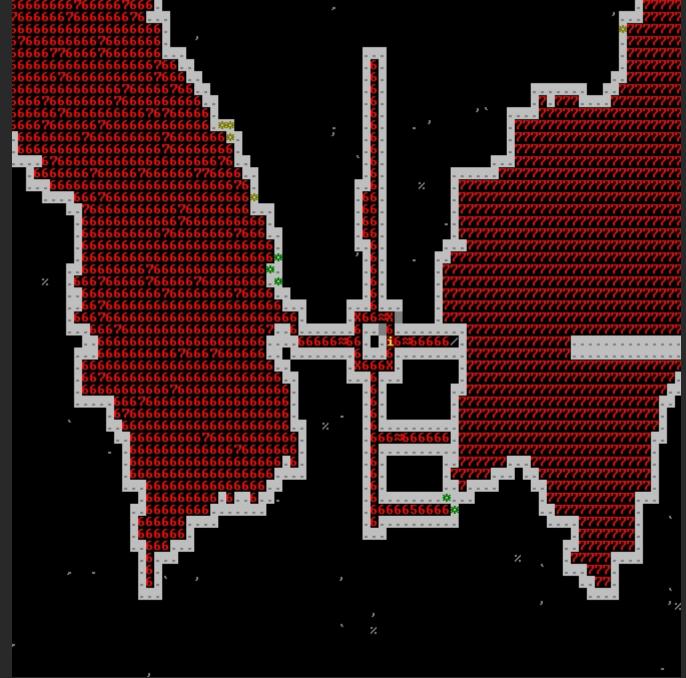
"Ah, don't worry, Lord mister. Cacti can live for very, very long, he won't be using this tomb soon, ahah!"





"Oh, and here we have triaxx's legacy. The workshops are finished and people are smoothing them right now. those bedrooms below, they were never put to use, thanks to everyone dying horribly so many times. we managed to do with just the surface bedrooms thanks to that."





"And finally here we have the caverns, sealed for the moment. We have sort of a little forgotten beast problem at the moment. -Classical.

-Down below is where triaxx melted. I wouldn't go there for now, if I was you. We have sort of a little magma leak problem at the moment."

Spoiler (click to show/hide)

Citizens (54) Petz-Liou (59)

Citize

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Citizens (54) Pets/Livestock (41) Others (20) Dead/Missing (195)
Stray Water Buffalo Bull (Tame)
Nish Monomrigoth, Nanny Goat (Tame)
Mestthos Keltithleth, Gat (Tame)
Stray Alpaca (Tame)
Tobul Cilobonul, Hen (Tame)
                                                                                                                                                                                                                                                                                                                                                                                                                            Tame
   Stray Bull (Tame)
Zulban Nîlesmörul, Dog (Tame)
  Stray Ruppy (Tame)
Stray Giant Tiercel Peregrine (Tame)
Stray Gougar (Tame)
Stray Donkey (Tame)
Stray Blue Peahen (Tame)
Rith Kinemlor, Dog (Tame)
Stray Dog (Tame)
Stray Gander (Tame)
 Atir Anamgusil, Duck (Tame)
Stray Blue Peahen (Tame)
Stray Hen (Tame)
Stray Cow (Tame)
Stray Alpaca (Tame)
Amost Idekkûbuk, Roostov (Tame)
   Amost Idekkûbuk, Rooster (Tame)
Sibrek Keskalaval, Goose (Tame)
 Sibrek Keskalaval, Goose (Tame)
Stray Dog (Tame)
Stray Dog (Tame)
Stray Dog (Tame)
Aban Orstisttirist, Turkey Hen (Tame)
èrith Dakonkulet, Rooster (Tame)
Aban Tekkudthak, Horse (Tame)
Stray Dog (Tame)
Ral Storlutmonom, Stray Cat (Tame)
Stray Cat (Tame)
Stray war Dog (Tame)
Stray war Dog (Tame)
Stray war Dog (Tame)
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Spoiler (click to show/hide)

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FPS: 100 (50)
                                                                                                                                                                                                  Dwarf Fortress
 Citizens (54) Pets/Livestock (41) Others (20) Dead/Missing (195)
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 Giant Raven
Giant Raven
Giant Raven
Giant Raven
Giant Hamster
voracious cave crawler corpse
                                                                                                                                                                                                                  Undead
Undead
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Undead
 Stinthäd Râlukadil, Ghostly Pump Operator
Inod Noramoltar, Ghostly Engraver
                                                                                                                                                                                                                  Undead
```

"Here, let's just go back, I'll introduce you to the folks above. and the pets. we have many dogs that could be trained, just sayin'. (The farmer showed his teeth at this point, demonstrating the FIERCENESS required to train animals.) We also have many other animals and undead but I won't introduce you to them, ah!"

Spoiler (click to show/hide)

```
'Nujux' Udilmûthkat, Woodworker
'Nujux' Lanternmansion"
  ď
No Job
Dabbling Axedwarf
Dabbling Armor User
Dabbling Discipline
Dabbling Observer
Novice Fighter (Rusty)
Dabbling Wrestler
Dabbling Biter
Dabbling Striker
Dabbling Kicker
Dabbling Dodger
Talented Wood Cutter (Rusty)
Adept Carpenter
Dabbling Grower
Proficient Bowyer (Rusty)
Dabbling Building Designer
Novice Swimmer (Rusty)
Expert Persuader
Skilled Negotiator
Competent Judge of Intent
Adequate Liar (Rusty)
Adequate Intimidator
Competent Conversationalist
Competent Comedian
Skilled Flatterer (V Rusty)
Competent Consoler (Rusty)
Competent Pacifier
   c: Combat b: Labor m: Misc
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Relationships of the Woodworker 'Nujux' Udilmûthkat
Cog Savotarzes
'Uuohiparta' Melbiledos, Miller
Ushat İdenkib, Planter
Kivish Lokumsebür, Farmer
'Triaxx II' Düstikasën, Engraver
                                                                                                                                         Friend
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                                            ar, Administrator
Obok Kolkir, Mason
'Blitz Gamer' Nisgaklorbam, Cook
Rith Urdimkogan, bookkeeper
Stinthäd Râlukadil, Ghostly Pump Operator
Sibrek Mosusdetes, Wrestler
èrith Kogantad, Planter
Tulon Daroslitast. Mason
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Bomrek Monommatul, Miner
Sodel Iklistonol, Brewer
Bomrek Ebalgeshud, Hunter
Kulet Gomathkulet, Dyer
Sazir Ulåbuzol, Miner
Stakud Rezatcog, Bone Doctor
Vucar Dorenlaz, Planter
'Haerdalas' Thikutzedot, Veteran
'Haerdalas' Thikutzedot, ottorian
'Triaxx' Rimtardatur, Chief Miner
'Sanctume' onulmeng, Recruit
'Gwolfsky' Zesîton Gusilstisträs Bal, Escapist
Dumat Utharshem, Engraver
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Zas Lisedònul, Miner
'Sir Humphrey Cactusson' Idilid, Cactus
  Zuglarkun III' Serlolok, Recruit
 Ilral ònulíkthag, Ranger
Mörul Kadollesast, Marksdwarf
Inod Noramoltar, Ghostly Engraver
Catten Atolkikrost, Armorer
Rakust Eralônam, Animal Caretaker
Kadol Nokgolsazir, Presser
Ablel Ozkaklitast, Mechanic
Rîsen Zaneglanlar, chief medical dwarf
Zuntîr Ukerlikot, Recruit
                                                                                                                                         Passing Acquaintance
```

"This is Nujux, our woodcutter. He doesn't cut many trees.

- -Gee, I wonder why.
- -Oh that's because we're in the desert, sir.
- -Why yes I--
- -But don't worry, he spends his time making many friends!"

Spoiler (click to show/hide)



<u>Spoiler</u> (click to show/hide)

"I finished up some work. That was very satisfying!"

He feels satisfied at work. Within the last season, he was blissful dining in a very good dining roon. He was invitated after loud noises made it impossible to sleep. He was blissful after sleeping in a very good bedroon. He felt love talking with father He was invited and the state of th

"OH HI TRIAXX II! That's TriaxxII, taking over the duties of his namesake and smoothing the workshops. He's married to HaedalasII, we'll see her later."

```
No Job
Novice Marksdwarf (Rusty)
Novice Discipline
Dabbling Observer
Novice Animal Caretaker (Rusty)
Novice Animal Dissector (Rusty)
Novice Trapper (Rusty)
Dabbling Persuader
Dabbling Negotiator
Dabbling Judge of Intent

c: Combat b: Labor m: Misc
```

''I'm sure sir Humphrey is around here, helping with the art, but I doubt we'll see him. He's so small and sneaky. -what... what kind of cacti is he anyway? -Oh, a fully grown saguaro rib, m'lord.

Spoiler (click to show/hide)

```
Date:203-01-01
   "'CrAzY UriST' Tributetheaters"
  Detail Wall
Dabbling Shield User
Dabbling Armor User
Dabbling Discipline
Competent Observer
Dabbling Fighter
Dabbling Wrestler
Dabbling Striker
Dabbling Kicker
Dabbling Dodger
Adept Engraver
Dabbling Dodger
Adept Engraver
Dabbling Butcher
Novice Tanner (Rusty)
Novice Milker (Rusty)
Dabbling Grower
Expert Stone Crafter
Dabbling Diagnostician
Dabbling Bone Doctor
Dabbling Persuader
Dabbling Negotiator
Dabbling Judge of Intent
Dabbling Intimidator
Dabbling Conversationali
Dabbling Consoler
Dabbling Pacifier
```

"This is our doctor, Crazy Urist. I have a hard time pronouncing it correctly. He's a pretty good butcher.

-And as a doctor?

-Ahahahahah! Let's move on.''

Spoiler (click to show/hide)

```
Date:203-01-01
    'Blitz Gamer' Nisgaklorbam, Cook
"'Blitz Gamer' Frostystandard"
Prepare Lavish Meal
Dabbling Armor User
Novice Discipline
Novice Observer
Novice Fighter (Rusty)
Dabbling Wrestler
Dabbling Biter
Novice Striker (Rusty)
Dabbling Bodger
Dabbling Butcher
Dabbling Brewer
Competent Cook
Competent Cook
Competent Stone Crafter
Dabbling Glassmaker
Novice Bowyer (Rusty)
Dabbling Building Designer
Adequate Suturer
Dabbling Wood Burner
Dabbling Spinner
Novice Persuader
Novice Negotiator
Novice Persuader
Novice Negotiator
Adequate Judge of Intent
Novice Liar (Rusty)
Novice Intimidator
Novice Conversationalist
Dabbling Comedian
Novice Flatterer (Rusty)
Novice Consoler
Novice Pacifier
```

Spoiler (click to show/hide)

She is the daughter of Kivish Spearhides and 'Blitz Gamer' Frostystandard. She is a worshipper of Cog Standknight, a worshipper of Zan and a casual worshipper of Mostib. She is one year old, born on the 4th of Moonstone in the year 202.

She has a thin body with very little fat. Her brass eyes are protruding. Her teeth are gapped. Her very long hair is tied in a pony tail. Her ears have small lobes. Her head is somewhat narrow. Her hair is russet. Her skin is brown. She has a great kinesthetic sense, a great feel for the surrounding space and a good memory, but she has a great kinesthetic sense, a great feel for the surrounding space and a good memory, but she has a great kinesthetic sense, a great feel for the surrounding space and a good memory, but she has a great kinesthetic sense, a great feel for the surrounding space and a good memory, but she has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work in the standard propers. In the standard propers we have a great dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values mertial propers, values leisure time and finds nature somewhat disturbing. She personally finds those that engage in trade and connerce to be fairly disgusting, values eloquence and values independence. She dreams of mastering a skill.

She is very rarely moved by curiosity. She is quick to anger. She has a greed ystreak. She tends not to be sauged by enotional appeals. She doesn't tend to hold on to grievances. She generally acts with a narrow focus on the current activity. She doesn't often experience strong cravings or urges. She finds helping others enotionally rewarding. She generally finds herself quite hopeful about the future. She does not have a great aesthetic sensitivity, and the working day. She does not nimb being outdoors, at least for a time.

'This guy over there is BlitzGamer. He's weird, sometimes he say stuff that makes no sense.

-Anyway I blame it on his newest child, a young daughter. He asked for his other kid to be renamed to whatever, but the last overseer

<u>Spoiler</u> (click to show/hide)

```
'Uuohiparta' Melbiledos, Miller
"'Uuohiparta' Tomesamazed"
Harvest Plants
Adequate Observer (Rusty)
High Master Miller
Talented Grower
Novice Herbalist
Talented Metal Crafter (Rusty)
Novice Swimmer (Rusty)
Competent Persuader
Skilled Negotiator
Competent Judge of Intent
Skilled Liar
Skilled Intimidator
Adequate Conversationalist
Skilled Comedian
Competent Flatterer
Competent Consoler
Skilled Pacifier
Spoiler (click to show/hide)
```

There are times when it is alright not to tell the whole truth." Within the last season, he felt satisfied at work. He felt pleasure near a fine Furnace. He didn't feel anything after seeing a cavy sow die. He was irritated after loud noises nade it impossible to sleep. He was embarr sleeping without a proper room. He was blissful dining in a very good dining room. He felt pleasure near a fine Table. He didn't feel anything after seeing Obscureringed die. He is a worshipper of Hostib and a worshipper of Zon. He is eighty-three years old, born on the 15th of Opal in the year 128.
He is incredibly skinny with a snall build. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His medium-length beard is arranged in double braids. His hair is clean-shaven. His short nose is incredibly upturned. His teeth are widely-spaced. He has high cheekbones, and he has a narrow chin. His slightly protruding narrow brass eyes are wide-set. His nose bridge is somewhat concave. His brown skin is slightly wrinkled. His hair is russet with a touch of gray.

Let incredibly quick to beal, but he is illust and arranged in double braids. His nose bridge is somewhat concave. His brown skin is slightly wrinkled. His hair is russet with a touch of gray. absolutely detests lizards.

He has an anazing memory, very good creativity, the ability to focus and a good spatial sense, but he has a shortage of patience, a very bad sense of enacthy and a large deficit of willbower.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respects from the law, greatly prizes loyalty, sees friendship as one of the interpolation of the respect to the part of the property of the part of the property of the part of the property of the part o A short, sturdy creature fond of drink and industry.

"Who's that?

- -Oh that's... a new dude. Vuohiparta or something. Don't really know him much. He must be new.
- -Isn't he harvesting plants right now?
- -Ya, looks like it.
- -And.. aren't you the fields supervisor?
- -Oh yes, yes I am.
- -But you don't know who that guy is.
- -Nah.
- -...Let's move on."

Spoiler (click to show/hide)

```
FPS: 100 (49)
                                                                                                                                                                                                                 Relationships of the Fields Supervisor 'Taupe' Febunol
Vakist Ablishitur
Zon
Aban Tekkudthak, Horse (Tame)
                                                                                                                      Pet
Friend
Friend
Friend
Flame' Tomusdodok, Grand Engineer
'Zuglarkun' Stizashbomrek, Master Builder
'Triaxx' Rimtardatur, Chief Miner
'Guolfsky' Zesîton Gusilstisträs Bal, Escapist
                                                                                                                      Friend
Friend
Thoryane' Fikoutabar, Holling Shat Idenkib, Planter
'Zuglarkun II' Inethugosh, Ghostly Mason
'Uuohiparta' Melbiledos, Miller
'Crazy Urist' Amekstinthid, Stonecrafter
Kivish Lokumsebir, Farmer
Iden Oslanolin, Wood Burner
Mason
                                                                                                                     Friend
Friend
Friend
Friend
Friend
Friendly Terms
Friendly Terms
Iden Oslanolin, Woo
Obok Kolkir, Mason
                                                                   v: View
                                                                                                                ESC: Done
Shift+ESC: Back to Main
z: Zoom
8293: Scroll
```

"Oh by the way, I have a horse, do you want to see my--

-Absolutely not."

Spoiler (click to show/hide)

```
Within the last season, he felt restless after being able to rest and recuperate. He was shaken after suffering a major injury. He felt huniliated after being beaten. He was relieved to have his punishment reduced. He was after being beaten. He was proud near his own fine Bed. He was interested near a fine Iable. He was blissful dining in a very good dining room. He felt satisfied work. He was interested after loud noises made it inpussible to sleep. He was blissful after sleeping in a good bedroom. He didn't feel anything after seeing a leve was interested near a fine Bed. He was interested near a fine Bed. He didn't feel anything after seeing obscureringed die.

He is a casual worshipper of foo Standbought and a faithful worshipper of health.
He is a casual worshipper of Cog Standdnight and a faithful worshipper of Mostib.

He is a citizen of the Stirred from, He is a sender of the Channels of Mostib.

He is sixty-four years old, born on the 15th of Opal in the year 137.

He is sixty-four years old, born on the 15th of Opal in the year 137.

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He is year 15th of Opal in the year 137.

He is year 15th of Opal in
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Spoiler (click to show/hide)

The Kills of 'Gwolfsky' Zesîton Gusilstisträs Bal
 Nako Evilacrid the Rains of Disemboweling the dwarf, d. 200 Dleenkus the kobold, d. 200 Prifidileeris the kobold, d. 202 Flobosleegis the kobold, d. 202 Lokum Earthhailed the dwarf, d. 202 Mistêm Figurenut the dwarf, d. 202
  One troglodyte ($) in Murderflood
One cavy sow ($) in Murderflood
Two cats ($) in Murderflood
```

<u>Spoiler</u> (click to show/hide)

```
The Kills of 'Thoryane' Fikodtabar
    ree Notable Kills
Strujlayrbin the kobold, d. 200
'Vuohijumala' Lancehelped the Scribe of Fungus the dwarf, d. 201
Rakedbrim the zombie giant toad, d. 201
   ive Other Kills
One giant slug in Murderflood
One giant echidna (&) in Murderflood
One desert tortoise (&) in Murderflood
One giant grasshopper (&) in Murderflood
One cave crocodile (&) in Murderflood
```

"Oh, by the way, gotta warn you about Gwolfsky. he's gone pretty damn insane recently, and attacks people at random. he's killed more dwarves than werebears so far.

-Wereb--

-Oh hey look it's Thoryane HI THORYANE!''

```
Relationships of the Soldier 'Sarrak' Stinthädnol
Litast Sazirothduk
Lolor Mishimsodel
Rith Asobmözir
Id Urvadåblel
Etur Delerekast
'Triaxx II' Dùstikasën, Engraver
Tulon Kolmuzish
Endok Thizkel
Zasit Sharzon
Lòr Limullorsïth
Kûbuk Thobad
Onget Idnitig
Ilral Kúdnish
Zefon Bokbonrigoth, Carpenter
Asmel Adilstelid
Lokum Limulidek
                                                                                                                                          Father
                                                                                                                                          Paternal Grandmother
Paternal Grandfather
                                                                                                                                         Older Brother
Older Brother
                                                                                                                                         Older Brother
                                                                                                                                          Maternal Grandmother
                                                                                                                                         Younger Brother
Younger Sister
Younger Sister
Younger Sister
Younger Sister
Younger Sister
Maternal Grandfather
                                                                                                                                         Aunt
                                                                                                                                         Aunt
 z: Zoom
8293: Scroll
                                                                                                                                    ESC: Done
Shift+ESC: Back to Main
                                                                                v: View
```

Spoiler (click to show/hide)

The Kills of 'Sarrak' Stinthädnol

One Notable Kill

Clearedcrowd the cave crocodile, d. 201

Three Other Kills

One cave crocodile (8) in Murderflood
One troglodyte (8) in Murderflood
One honey badger (9) in Murderflood

Spoiler (click to show/hide)

"It's such a joy to be with people."

Within the last season, she felt pleasure after a sparring session. She felt tenderness talking with a child. She didn't feel anything after seeing a cavy sow die. She was irritated after loud noises made it impossible to sleep. She was blissful after seeing in a very good bedroom. She didn't feel anything after seeing a ibex die. She sometimes feels sad at being separated from loved ones. She is narried to Triaxx II' Boargravel and has I 6 children: Urist Boulmountains, Minkot Rampartpalms. Usol Ringracks, Bembul Gleamedlabors, Delero Evavioroil, Zulban Mansionforded, Kogan Herolash, Ducin Laborchapels, Shorast Glazeplanned, Stukos Gloryring, Såkzul Mirrorsyrups, Rith Helpedropes, Musus Scrapedracks, Kumil Handlecreus, Adil Girderdagger and Fath Wheeledglories. She is the daughter of Dodók Figurecried and Vucar Urgewheels.

She is a citizen of the Stirred from She is a puber of the Channels of Metting. She is a foregrapher of the Fire City, She arrived at Usahilalith on the 4th of State in the year 281.

She is one hundred two years old, born on the 8th of Sandstone in the year 181.

She is one hundred two years old, born on the 8th of Sandstone in the year 181.

She is one hundred two years old, born on the 8th of Sandstone in the year 181.

She is a rained with as incredible muscles. Her very long hair is arranged in double braids. She has a clear voice. Her brown skin is wrinkled. Her brass eyes are slightly close-set. Her hair is ochre nixed with gray. Her lips are slightly thick.

She is an aringly agile, absolutely inexhaustible, basically unbreakable and nighty.

"Haerdalas II' Mefekoddon likes ilmenite, pig iron, clear garnet, voracious cave crawler tooth, bucklers and rabbits for their ability to burrow. When possible, she prefers to consume durian wine and hard wheat flour. She absolutely detests worms.

Like others in her culture, she holds craftsduarfship to be of the highest ideals and celebrates talented artisans and their masterworks, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, greatly respects artists and their works, really respects those that take the tine to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds nerrynaking and partying worthwhile activities, values nature and does not respect the law. She is extremely confident of herself in situations requiring her skills. She is grounded in reality, She is not inherently proud of her talents and accomplishments. She is somewhat quarrelsone, and she is bothered by this sense walues friendship. She has a noticeable lack of perseverance. She does not have a great aesthetic sensitivity, though she is conflicted by this for more than one reason. She is quick to form negative view about things. She generally acts impartially and is rarely moved to mercy. She has a tendency to got it alone, without considering the advice of others. She wins when she is nervous. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler (click to show/hide)

The Kills of 'Haerdalas II' Nefekoddom

Voicehigh the zombie giant earthworm, d. 201

Three Other Kills

One blind cave ogre (9) in Murderflood One crundle (8) in Murderflood One crundle (9) in Murderflood

''And that guy, there, that's Sarrak. He's been in the military since almost the start, and joined willingly. One of the few who actually enrolled on their own, instead of being drafted to repel werebears trashing the fortress.

-Wereh-

- -OH LOOK! He's training with Haerdalas II
- -I want to go back to the wereb--
- -I know what you're asking. Who the hell is HaerdalasII?
- -No I'm more preoccupied by the wer--
- -Well, she's that girl I told you about earlier, the wife of Triaxx II.
- -But about that--
- -Ok, gotta train the dogs now, bye!

-..."

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on October 21, 2015, 10:19:44 pm

Blitz Gamer's Travel log:

So, now I have a daughter, what a beautiful girl. I shall name her Moira, after the great Dark Iron ruler. And It seems I have been made into a chef. I shall dazzle my fellow dwarves by using the finest recipies I have learned in my travels. First up: a fine Khaz Modan roast. Still, it's a shame I never made a fancy crossbow, but oh well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on October 21, 2015, 11:04:15 pm

I'll try and give a small overview of what changed after each year. This should keep the readers up to date on the fortress. I'll take this opportunity to present updates on the claimed dwarves' health, profile and relationship. For soldiers, I'll be replacing the skill list with a kill list, since once they get in the military they'll just have the same set of abilities and probably wont go back to their old jobs anyway.

The dwarfed pages is being updated in the process, as I check who died and who is still around and kicking. The turn list's got more colors now too. that being said, i have two questions:

1-What happened to Sanctume? Obviously his name is missing from the newest unit list, but I didnt find any info by double-checking the thread just now. McKiwi, do you recall anything, am I just too tired to spot the info?

2-The death cause section is a bit hard to see. Should I change the red to a glowing red, making it easier to see? Increasing the text size could also offset the minimized spoiler typography.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on October 22, 2015, 12:30:36 am

Funny, I can't find Sanctume's corpse anywhere, Sanctume is "missing" on the death list, and battle reports show that recruit Sanctume was engaged in fighting somewhere between the rising of Zuglarkun II's corpse and the attack of the fire imp Zursulkez.

Legends mode paints a different story though, reporting that Sanctume was slain by Vouhijumala, who should be long dead by this point, very odd, much like Triaxx. I suspect Sanctume perished in flame or magma just like Triaxx, since there is no corpse, probably under the same mysterious circumstances that Triaxx did:-\

EDIT: You could try use glowing red on white font or pink font.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 22, 2015, 04:08:49 am

That bit of time was *very very confusing* and some people did just flat out vanish without combat reports. Sorry, but it's a mystery to me as well.

EDIT: The possible options are:

- -Killed by zombie zuglarkun
- -Burned to death by an imp
- -Fell down stairs and spontaneously exploded

-????

I suspect the latter is most probable.

And yes, I did snaffle the only artifact coffin for my own tomb. Perks of the job and all.

The fact that Sir Humphrey is rusty at marksdwarf stuff means that there's something wrong with our military.....it'd be a good idea to check on the training setup and make sure everyone has the right weapons and bolts....because I mostly didn't bother.

Edit2: And yes, the tower's a bit crap. I ran out of blocks at the end of the year. :(

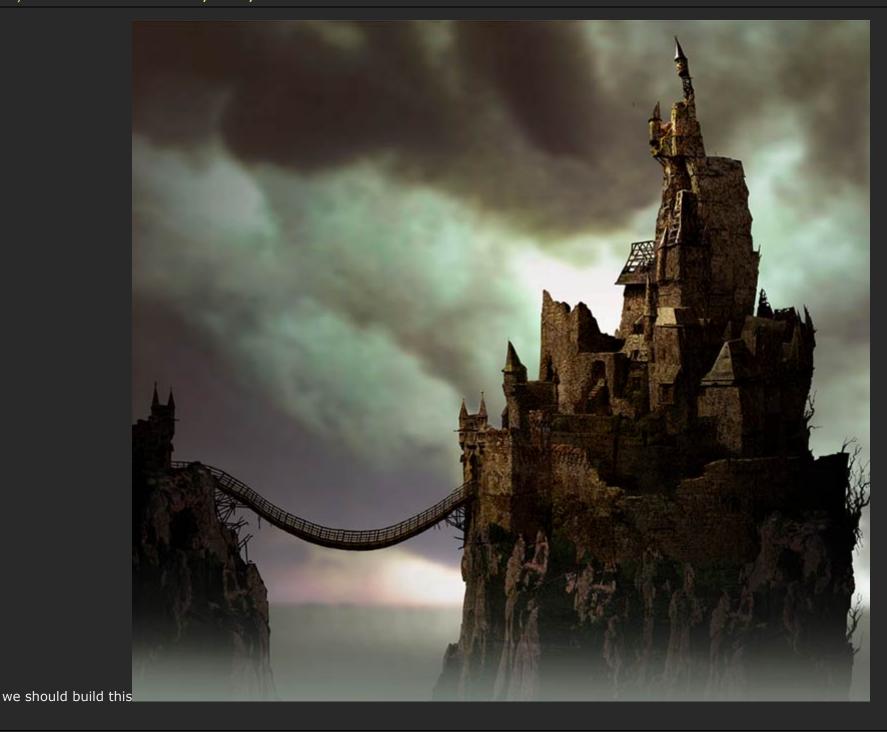
Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 22, 2015, 06:30:17 am

Since I seem to have died without a corpse again, could you slab me before I come back to annoy the fortress?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: crazyabe on October 22, 2015, 11:12:25 am

So I'm a better Butcher than Doctor... but Aren't they the same skill for dwarves?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on October 22, 2015, 11:14:43 am



Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Sanctume on October 22, 2015, 01:48:42 pm

Cool, chill, chilli, hot sauce, maybe I'll visit as a flaming ghost habanero!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on October 22, 2015, 02:00:05 pm

Next turn is mine, so if you want I can make Sir Humphrey immortal for real.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on October 22, 2015, 05:07:23 pm

Names should be up to date. Does anyone know whether children with no mother/father retroactively gain one if their parent gets married? We had a single mother in the migrant wave and it'd be interesting to see whether stepfathers can be a thing.

9th of Limestone, 203, the fortress of Murderflood.

The miners seemed to have stopped complaining about digging rooms right above where a former overseer had been unfortunately incinerated. Asmoth never quite understood why people had problems working prime real estate just because it still smelled faintly of cooking meat and singed beard hair. It was the best place for working magma forges in any case, as long as you didn't mind a long trek to work. Now that she seemed to be getting a grip on the place, she might be able to figure out what was the going on with this mention of wereb-

"Asmoth!"

Asmoth winced. "Hello, Taupe," she said, forcing a smile. "How's work in the farms going?"

"I dunno," Taupe shrugged happily. "I just supervise them. The others figured that it was important that I should tell you something, in any case. What're you doing down here?"

"We're building some magma smelters so that we don't have to burn wood any more," Asmoth answered, still not entirely sure what frequency the former overseer operated on. "What were you supposed to tell me?"

"Oh, right," Taupe said, dropping the silver nuggets he was poking at. "Bomrek Reverefortress has gone insane."

Bomrek Ebalgeshud, Engraver
"Bomrek Reverefortress"
Peculiarly secretive..., &

Strange Mood
Skilled Marksdwarf (Rusty)
Dabbling Discipline
Dabbling Observer
Competent Archer (Rusty)
Novice Dodger (Rusty)
Competent Engraver
Novice Mason
Competent Ambusher (Rusty)
Dabbling Negotiator
Dabbling Judge of Intent

"And that's a bad thing?" said Asmoth, wondering what you had to do to qualify as insane in this place.

"I'm not really sure. It's happened with a few people before, but they normally just make some cool stuff and go back to normal."

"I guess we should just leave him alone then."

"Sounds like a good plan! Can I do anything with the forges?"

"You can take this," Asmoth grunted, pushing the handle of a wheelbarrow at Taupe. "Find some metal ore, put it in the wheelbarrow and take it down here."

"That sounds like fun! What do I do after that?"

"Just keep doing it until there aren't any more ores to bring down here."

"Ok!"

"And Taupe? What were you saying before about were-"

"What? I can't hear you over the sound of this thing!" Taupe shouted gleefully, forcing the wheelbarrow up the stairs. Asmoth sighed.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: PyroTechno on October 22, 2015, 07:25:18 pm

Requesting a dwarfing, and a turn eventually.

(I might not be able to do the turn, but a spot in the line would be nice in case I am able.)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: De on October 22, 2015, 07:46:52 pm

I'll also take a dwarf. Might wait until I've assembled the parts for my new computer before taking a turn. (First new computer in 10 years, I'm so excited! Playing DF at 4 fps is basically standard for me right now.)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on October 23, 2015, 07:04:06 am

Hmm, doesn't dying due to magma/fire get registered as "bled to death", as they both cause bleeding (along with melting and nasty feelings)? It might be the game doesn't properly recognise magma being the cause of death and assumes the entity which caused bleeding earlier (the bear) is behind it. Or maybe it has something to do with the amount of blood bled. I don't know. This requires !!SCIENCE!!.

Quote from: De on October 22, 2015, 07:46:52 pm

I'll also take a dwarf. Might wait until I've assembled the parts for my new computer before taking a turn. (First new computer in 10 years, I'm so excited! Playing DF at 4 fps is basically standard for me right now.)

10 years? Oh lord. I had my previous computer for about 8 years and the last years along with it were complete misery.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 23, 2015, 01:19:26 pm

That's about how long my old one lasted. It was an awesome machine.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on October 23, 2015, 05:35:14 pm

Ulåbakir Kuthdêngnokgol, "Squirtedrewards the Accidental Rddl", a dct rng

This is a dacite ring. All craftsdwarfship is of the highest quality. It is decorated with cat bone. This object is adorned with hanging rings of cat bone and menaces with spikes of dacite, rose quartz and cat bone. On the item is an image of a emerald cut gem in granite. On the item is an image of Kulet Legendabbeys the dwarf and Rakedbrim the giant toad in cat leather. Rakedbrim is striking down Kulet Legendabbeys. The artwork relates to the killing of the dwarf Kulet Legendabbeys by the zombie giant toad Rakedbrim in Murderflood in the midautumn of 201.

I roll the strange ring between my fingers as I contemplate the small building on top of the hillock. It's a nice piece of jewellery and Bomrek seems to be back to normal (and far better at engraving than before), but I'm not sure how or why he needed to have so many cats killed to make such a small piece. Probably for the best to keep an eye on him until the local pets definitely aren't under threat any more. The sun glinting off the granite walls draws my attention back to the present. Spring is coming to a close and the locals seem to have accepted that I'm some form of nobility- or they at least do whatever I tell them without asking questions, which is basically the same thing- but as a fortress this place is pathetic. I put in a lot of effort to improve my lot in life, and the place I rule is going to be impressive. I can imagine a tower or three rising into the sky, ringed by magma and perhaps a few legendary warriors exposed to the effects of the lake's fog in a hidden chamber to deal with anyone trying to invade us anyway.

There will be problems, to be sure. The sand up here isn't going to kart itself down to the magma forges, and I'm not sure we even have enough bags to set up a reliable workflow. The masons are probably going to take their year long holidays when they find out that I actually want them to do their jobs. Still, I've always been a firm believer that with enough work- preferably done by other people- you can turn even the most depressing of hell holes into something liveable. I'm still smiling at the thought of finally living in comfort when I hear a rumbling in the distance. Grunting, I pull myself to the top of the squat building, peering at the approaching dust cloud. Humans. I wasn't expecting them until later, but better early than carrying weapons and trying to kill us, I suppose.

"Caravan," I yell at the layabouts. "Lower the gates!"

Asmoth's Diary, 19th of Hematite

The trading has gone fairly well overall. We got some iron to melt down as well as quite a lot of cloth and some weapons. I'm planning to use whatever decent metals we can get in order to rearrange the militia almost entirely, what we currently have barely seems to be organised at all. I'll probably include a bigger barracks for them in one of the towers if I get around to it. Speaking of increasing the size of the militia, a wave of migrants arrived today. They're nothing special to look at, but they did bring a llama with them, so that's something.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: De on October 23, 2015, 07:38:09 pm

Quote from: Triaxx2 on October 23, 2015, 01:19:26 pm

That's about how long my old one lasted. It was an awesome machine.

Mine melted eventually. I stole borrowed a laptop from my brother and I've been getting by with that for the time being. (It's cool, he stole a brand new TV my parents had bought me for my birthday when we were kids, a used laptop he got off a friend is barely compensation.) It's not really meant to do what I've been using it for, poor thing.

Can I have a dwarf? I can't remember if I asked or not. I don't have a preference, just a spare dwarf. Maybe the one with the llama... though llamas kind of scare me come to think of it. I guess that could be a point of dramatic tension in my dwarf's life.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on October 24, 2015, 07:07:21 am

ooh, humans. We didn't get them at all last year! Is the bridge setup for the trade depot working? If you've got time (and blocks. We always need blocks) it might be worth swapping the bridge settings over (outer retracted, inner one down) and putting up some curtain walls to protect the depot from ranged attack. It's purely optional though since it'd only be traders that get wiped out. Maybe also station a dog next to the inner bridge to stop annoying kobolds stealing what few bolts we have.

I think the worst computer stuff I've seen would be either 1: my second high school (Maybe....4-5 years ago) trying to run XP Pro on a bunch of Pentium III towers that probably hadn't been seriously used since 1997 or so. There were only a handful, in a lab that got used so little that they eventually sold the building and trucked it away (it was prefab). We tried booting one up one day to see if it'd run. 38 minutes later the bell went and it still hadn't made it to the log-in.

There was also a Pentium II sitting forlornly in a corner. We tried booting that as well, but it only made little whining noises and didn't do anything.

Orrrr.....2: my flatmate last year with a tortured, ruined laptop that he was overloading with audio software and literally hundreds if not thousands of browser tabs and program windows open at one time. And uptime that can be measured in weeks or months. On a poor little laptop that never deserved any of this. Towards the end of the year he was pleased to discover that he could toast marshmallows on the cooling vent.

....I think he ended up getting that replaced after he graduated.....

Edit: And yeah, I will do the long-lost IC update for the end of my own turn....but I've got 5,000 words + about 4000 words of supporting material to write for one of my postgrad courses. And it's a 70% assignment so I can't exactly afford to spend time working out a post. Roleplaying a cactus is surprisingly challenging after a year away from RP.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on October 24, 2015, 07:22:15 am

Quote from: Urist McKiwi on October 24, 2015, 07:07:21 am

Edit: And yeah, I will do the long-lost IC update for the end of my own turn....but I've got 5,000 words + about 4000 words of supporting material to write for one of my postgrad courses. And it's a 70% assignment so I can't exactly afford to spend time working out a post. Roleplaying a cactus is surprisingly challenging after a year away from

No worries, writing papers can be really tough, especially when all the deadlines start converging together. I'll link it over to the first page once you're done. Otherwise, I'll link up what you had written previously.

Quote from: Deus Asmoth on October 23, 2015, 05:35:14 pm

Humans. I wasn't expecting them until later, but better early than carrying weapons and trying to kill us, I suppose. "Caravan," I yell at the layabouts. "Lower the gates!"

What's the civilization called?

That'll give me a head start on the writing for the next entry in our neighbors list.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on October 24, 2015, 03:11:32 pm

The humans are Usmenbehal, or The Heroic Kingdom. Everyone that wanted to be dwarfed should have a dwarf now, including Collin. Note that that's only De and Pyrotechno at the moment, so not all that many.

Also, the militia has been split into one squad for each weapon. Not much else to report due to a crash midway through summer.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on October 24, 2015, 10:46:52 pm

Was I dorfed? If not...

Quote from: Zuglarkun on October 21, 2015, 12:57:48 am

Requesting to be dorfed as **Imush Kubukonul**. Enable building designer and diagnostician labors (since he finds helping others rewarding) please. Also, I know its nigh impossible, but try to keep the bugger out of trouble. :P

Oh dear, a crash. Is it the trees again? Try clear cutting the surface near the walls and building floors around the perimeter if you have the time. You need around 4-5 tiles distance. If you run out of blocks, trying using clay.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on October 24, 2015, 10:49:56 pm

Quote from: Zuglarkun on October 24, 2015, 10:46:52 pm

Was I dorfed? If not...

Quote from: Zuglarkun on October 21, 2015, 12:57:48 am

Requesting to be dorfed as **Imush Kubukonul**. Enable building designer and diagnostician labors (since he finds helping others rewarding) please. Also, I know its nigh impossible, but try to keep the bugger out of trouble. :P

Oh dear, a crash. Is it the trees again? Try clear cutting the surface near the walls and building floors around the perimeter if you have the time. You need around 4-5 tiles distance. If you run out of blocks, trying using clay.

It shouldn't be trees.....since in three years we had a grand total of a single Highwood tree. Still, paving the area is a good idea. Set all the mason workshops to make blocks and they'll have them pumped out in no time at all.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on October 25, 2015, 07:39:00 am

I tend to get crashes if I play too long without saving and thus returning to the main menu. Especially in adventure mode. I've began to save regularly in a slightly paranoid fashion.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Gwolfski on October 25, 2015, 07:43:58 am

that happens to me. i usualy play with dfhack (mainly fastdwarf and twbt and the multilevel view.) sometimes the game gaets tuck on something. it then helps to disable dfhack for a bit.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: PyroTechno on October 25, 2015, 12:49:09 pm

Quote from: Vuohijumala on October 25, 2015, 07:39:00 am

I tend to get crashes if I play too long without saving and thus returning to the main menu. Especially in adventure mode. I've began to save regularly in a slightly paranoid fashion.

Be aware that the game's internal save system is bugged out. After enough saves (the average is about 20) the region will be rendered unplayable. You'll want to use DFHack's "quicksave" to get around this issue. (Use "die" to immediately end the program if you need to exit out - just remember to quicksave first.) It uses the same system as the seasonal autosave in Fortress mode, which is not bugged. However, I don't think this works for Adventure mode.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on October 25, 2015, 03:06:52 pm

10th of Malachite, the fortress of Murderflood.

I'm standing at the window of my new office. It took them long enough to get it ready for my use; I'm not sure how it took the peasantry so long to carry some tiny silver furniture up a couple of flights of stairs. It's not all that heavy, after all. Far below me, they've finally gotten around to working on the start of the second tower and the foundations of a proper fortress on top of that hovel that they're using now. When I'm through with them, the dwarves of Murderflood will live in style whether they want to or not. On the ground, some of the new recruits are chasing a giant louse. I'm still not certain how it managed to get inside the walls, but it doesn't really matter as long as none of the militia are stupid enough to let it get a grip on them. Closer to me, a farmer is burying the corpse of the giant panda that we bought from the elves this spring. Apparently it starved to death in one of our pastures. If it can't be satisfied eating cave moss and mushrooms, it didn't really have much of a future here anyway, I suppose.

10th of Galena.

The peasants keep organising parties in spite of the fact that there are plenty of blocks that need hauling and ore that needs smelting. To combat this, I've appointed myself as Murderflood's captain of the guard. I'm getting a few chains and cages placed the more visible parts of the fortress. Perhaps a reminder that there are consequences to refusing to contribute to the fortress will motivate them properly.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on October 25, 2015, 07:50:23 pm

Quote from: Deus Asmoth on October 25, 2015, 03:06:52 pm

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Uh....yeah. Your dwarf is just gonna run and beat the crap out of Gwolfsky, probably. I vacated that position to try to save him. :P

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on October 25, 2015, 08:49:14 pm

Any peasants that do not please us shall be treated as they deserve. Filthy peasants.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on October 26, 2015, 05:35:41 am

this might be amusing. would a justice dealer convict himself? lets try that!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on October 26, 2015, 03:40:42 pm

Quote from: PyroTechno on October 25, 2015, 12:49:09 pm

Quote from: Vuohijumala on October 25, 2015, 07:39:00 am

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Woah, really? This is the first time I've heard about this. I have a world with four adventurers and I've saved waay past 20 times already...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: PyroTechno on October 26, 2015, 03:52:43 pm

Quote from: Vuohijumala on October 26, 2015, 03:40:42 pm

Quote from: PyroTechno on October 25, 2015, 12:49:09 pm

Quote from: Vuohijumala on October 25, 2015, 07:39:00 am

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Maybe it's just Fortress mode, then. But, yes, it is a thing - myself and many others have experienced it.

:(

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on October 26, 2015, 04:35:40 pm

Quote from: PyroTechno on October 26, 2015, 03:52:43 pm

Maybe it's just Fortress mode, then. But, yes, it is a thing - myself and many others have experienced it.

:(

Well, that's bad :(Thanks for bringing it up! I guess I'll be using quicksave from now on.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **De** on **October 26, 2015, 05:20:16 pm**

Quote from: PyroTechno on October 26, 2015, 03:52:43 pm

Quote from: Vuohijumala on October 26, 2015, 03:40:42 pm Quote from: PyroTechno on October 25, 2015, 12:49:09 pm

Quote from: Vuohijumala on October 25, 2015, 07:39:00 am

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Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 26, 2015, 05:41:33 pm

That's one of the reasons I didn't expand the surface fort, though I've never had an issue with it myself. Never mind that it's less hassle to dig down than build up.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on October 26, 2015, 06:03:19 pm

Quote from: De on October 26, 2015, 05:20:16 pm

Quote from: PyroTechno on October 26, 2015, 03:52:43 pm

Quote from: Vuohijumala on October 26, 2015, 03:40:42 pm

Quote from: PyroTechno on October 25, 2015, 12:49:09 pm

Quote from: Vuohijumala on October 25, 2015, 07:39:00 am

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:(

Ah! I better start quick saving. I've got regions where I'm trying to build up multiple forts for the same civ, this sounds like it could be a death knell for that kind of project.

Are you sure? I've saved Bastiongate hundreds of times and it's still perfectly playable.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on October 26, 2015, 10:03:24 pm

Quote from: PyroTechno on October 25, 2015, 12:49:09 pm

Quote from: Vuohijumala on October 25, 2015, 07:39:00 am

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That's odd behavior. I've saved many many times in a 20+ year 40.24 fort, both using the seasonal autosave system in the LNP launcher as well as manually saving through the game menu. Have yet to experience any game corruption problems.

As far as crashes are concerned, I've had issues with the Twbt plugins in the past, back when it was fairly new. So I've learned to distrust it even though I'm pretty sure its fine now. I'm using good old print mode: 2D at present. Most crashes I've experienced thus far in 40.xx versions either come from the tree bug or bugged saves in community forts, so I'm not really sure what I'm doing differently from others that results in crash free play. All I know is, outside of community games and the tree bug, I haven't had a crash in months.

That said, it sure doesn't hurt to keep backup saves (gamer paranoia habit of mine).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 26, 2015, 10:28:32 pm

Quote from: Zuglarkun on October 26, 2015, 10:03:24 pm

That said, it sure doesn't hurt to keep backup saves (gamer paranoia habit of mine).

I usually go through community games by saving back to the main menu every month, and making a backup of the folder every season. Even if something goes very, very wrong, the worst that can happen is you'll waste two weeks. bonus point if you time your saves after you just ordered a bunch of things and queued the orders into the manager.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 27, 2015, 04:19:00 am

I will admit to being nervous when I got to autumn and realised I hadn't kept any backups. After Murderflood V1 and Moltenchannels...well....enough said.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on October 27, 2015, 12:17:29 pm

What's a good way of getting multi level images? I'd like to get a decent representation of the towers but a single room surrounded by blue isn't particularly impressive.

Asmoth's Journal, 5th of Sandstone.

The caravan from the mountainhomes seems to be preparing to leave on the return trip. I've been unsuccessful in convincing the liaison to promote Murderflood to a barony, but we did get a fair amount of steel and iron that we can melt down. He did mention that the queen's grandson and one of her only living heirs had moved here a while back and wanted to know how they were getting on. I hadn't heard of any royals living here before then, so I set about tracking them down to find out if there was any way to make use of them. Unfortunately, it turns out that Vuohijumala died before I even arrived here. The others seem unwilling to tell me why he was killed, but I'm more concerned about why the records claim that he managed this:

In the early spring of 201, 'Vuohijumala' was struck down by 'Thoryane' Glazedfaith with a bronze battle axe in Murderflood. In the midautumn of 202, 'Vuohijumala' mortally wounded 'Sanctume' Mirrorlash, who bled to death in Murderflood.

The queen's last grandchild is apparently living as the militia commander of Ringbound, which makes him a bit useless to me. Perhaps I could send my daughters to get rid of him once they grow up a bit, but I still don't have any way into the line of succession.

On the brighter side, the new prison is finished. The peasants are complaining that it'll take them ages to carry any food or water up to any convicts, but apparently my suggestion of not giving them food or water isn't an option. While I'm thinking about uppity peasants, I've granted Zuglarkun IV's request to work in the hospital because he *likes to help people*. Doubtless it's some kind of plot. Who volunteers to help people that can't stop whining about their missing legs?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on October 27, 2015, 12:19:33 pm

use twbt or stonesense.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 28, 2015, 10:52:36 am

twbt?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on October 28, 2015, 10:53:59 am

ot by. Zugiai kuii on october 26, 2015, 10.55.59 an

Do you want a multi level cross section view from the inside or just a multi level view from the outside?

Stonesense can do both, though a cross section of the fort will be better represented with labels of multiple pictures of the different levels

If its just an multilevel outside view, or a first person view, Armok Vision is the one you'll want. I used it for the screenshots of the fort on the front page.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on October 28, 2015, 12:31:26 pm

I was going to do a picture of the towers and New New Murderflood once they were someway close to completion or my year was finished. Turns out that the tower looks kind of weird in 3D due to part of it jutting out some.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on October 28, 2015, 06:47:02 pm

1st of Moonstone, 203, the Fortress of Murderflood

The fortress was suspiciously quiet. Asmoth had gone to bed the previous night after assigning enough work to keep the unwashed masses busy for over a month, but the site was quiet as she descended the stairs, each step a whisper on the granite tiles. Flinging the door at the base of the tower open, she glared around wildly for someone to threaten with jailtime. She was surprised to find a crowd waiting for her with some news.

<u>Spoiler</u> (click to show/hide)



"Well, we figured you were," Thoryane drawled, leaning casually against the walls of the barracks. "Considering how you disbanded our squads and set yourself up as captain of the guard. And of course, you seem to like talking about how someone of your breeding is superior to us lowly plebs."

For a moment the overseer seemed unsure of herself. Then she vanished back into the tower, emerging a minute later in armour, a sword on her hip. "Squad, to me!" she shouted. "And if that wall isn't up by the time I get back there won't only be goblin blood on this!"

It seemed more like a bad plan once the four of them were actually across the bridge, but it was too late to turn back and still retain any form of control over the soldiers. She sighed, drawing her sword.

"Everything ok, boss?" Besmar asked cheerfully. Asmoth was near certain that the woman was at least half mad, but she didn't seem to have any problems when it came to sticking pieces of metal where it inconvenienced other people.

"Perfect," she answered, rolling her eyes. "This is how I'd start every afternoon if I could."

"Doesn't sound like a good idea, boss. You'd run out of greenskins after a few years, I bet."

The goblins were closer. Asmoth could see the leader's eyes glowing red under his helm. That didn't make sense. If his eyes were glowing, how could he see? She didn't have much time for conscious thought after that. Her shield was on the way up before she even registered the flash of light speeding towards her head. The arrow hit the edge, deflecting upwards and vanishing. To her left, Sibrek let loose a strange cry that Asmoth thought would have to be caused by mortal wounds, but instead Sibrek was rushing towards the archer, screaming obscenities.

Sibrek Mosusdetes, Swordsdwarf has entered a martial trance!

Asmoth followed. The others seemed to be doing it, so it had to be a good idea. Sibrek was fighting three goblins by the time she caught up. Beyond them, the archer was lining up a shot to her back. Asmoth dashed past the group with a snarl as Haerdalas and Bomrek evened up the numbers. The archer's eyes widened as he saw her coming, his foot slipping on the loose sand as he took a panicked step back. She ducked under a wild shot, slicing his bow arm with a backslash as she straightened up.

"I am Rombu Remzungudgu," he shouted, drawing a dagger with his other hand.

He looks like a child, thought some detached part of Asmoth's mind as she parried his stab. Grew up hearing stories of legendary raiders," it continued as she removed the dagger and several fingers from his possession. Probably came here looking for glory. Her sword glowed red for a moment as she swung it in an overhead arc, sending it deep into his skull. I guess he didn't find any, she answered viciously, spitting out blood and goblin gristle. Behind her she could hear two voices screaming. Then one. Then the only voice was Bomrek's hoarse laugh and Sirbek's unending litany of curses. In front of her, the second squad of goblins seemed to be having second thoughts. She charged them. It seemed like a good idea.

The Kills of 'Asmoth' Rigothvesh

One Notable Kill

Rombu Routnettles the goblin, d. 203

Five Other Kills

Two goblins (9) in Murderflood

Three goblins (6) in Murderflood

OOC: I'm not entirely sure why Rombu was the only goblin counted as a historical figure. In any case, since they only sent ten goblins for their siege, it seemed more sporting to only send a single squad against them. Their bowmen were apparently stormtrooper trained. No injuries on our side.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 28, 2015, 07:17:55 pm

Hey, at least they weren't necromancers.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on October 28, 2015, 08:10:50 pm

Rombu aka *Embrace Routnettles* is a wonderful goblin name.

The names show up that way because of lazy dwarven bookkeeping. Apparently only squad leaders are worthy of having their names recorded into the annals of dwarven kill lists.

Which civ were the goblins from?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on October 28, 2015, 09:16:01 pm

The Thief of Curls is the only goblin civ listed, so I guess it was them.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 29, 2015, 07:06:31 am

Nicely done. What's our squad setup these days? I know we had more or less a full squad's worth of marksdwarves of....somewhat low quality..... Also some really good elites, some of whom I accidentally lost.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on October 29, 2015, 09:02:05 am

Yeah, we have ten marksdwarves and then one squad for each weapon. Three speardwarves, five hammerdwarves and four of everything else. We also recently obtained a whip if anyone wants to lash stuff.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Haerdalas on October 29, 2015, 11:05:47 am

Looks like I was present at the battle, but I don't even know what my current weapon is... could I have a combat report of my actions, please?

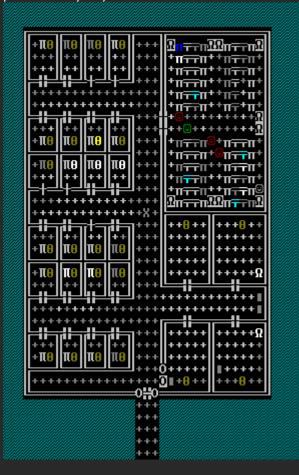
Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on October 29, 2015, 09:34:40 pm

<u>Spoiler: Haerdalas' combat logs.</u> (click to show/hide) http://i.imgur.com/4m6VqJJ.png

Haerdalas II is currently using a sword, though she's nearly equally good with a hammer. I'd probably have left her with the hammer squad, but I think I heard somewhere that skills improve faster if there's someone with a decent skill level in the squad.

Asmoth's Journal, 7th of Opal

The first level of New New Murderflood has been completed. I was reminded that there were a large number of unassigned bedrooms underground sometime after we began construction of the rooms in it, but frankly a five by five bedroom is much too large for a mere peasant anyway.



The rooms are of varying sizes, partially because of a numerical error at the design stage, but also because with any luck some of the peasants will notice that people have gotten better rooms than them for no reason whatsoever and decide to actually start striving to improve their lot in life. I can never understand how they can be so content with their lot in life when people with less merit than them live in luxury. In any case, the dining room should accommodate more people than the old one, and the bedrooms to the south east are specially reserved for people who actually seem useful to me. At the moment that's absolutely no one, so I've given them to my daughters.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on October 29, 2015, 10:15:38 pm

Blitz Gamer's travel log:

It seems this new overseer is a bit of an elitist, but he's getting things done, including Collin getting his proper name. The new raised bedrooms are nice too, but they could do with some windows.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on October 30, 2015, 01:21:49 am

Very nice indeed. If by some miracle you've got spare blocks, workers, and time....we should probably make a proper hospital. The current one was improvised out of a corridor/trade depot area.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on October 30, 2015, 06:24:52 am

Regarding the conflicts between elves and humans

A brief excerpt from the book

Spoiler: Demise: A Brief History (click to show/hide)

Demise: A Brief History

Demise: A Brief History was a legendary reindeer leather-bound book. The written portion consists of a 76 page guide entitled Demise: A Brief History, authored by Dur Diedates. It concerns the secrets of life and death. The writing is filled with sadness.

In the late autumn of 175, Demise: A Brief History was created in Inchedfaction by the human necromancer Dur Diedates.

In the late autumn of 175, Demise: A Brief History was stored in Inchedfaction by the human necromancer Dur Diedates.

Unlike the goblins and elves, us humans are born of mortal stock. Although the remains of our mortal husks may return to nourish the earth, our spirits live on even after death - much like the stunted folk with whom we share many of our customs and beliefs regarding the dead.

In human society, proper respects paid to the dead are also indications of piety and humans believe that such actions will result in the spirits conferring their ancestral blessings upon their mortal descendants, helping to steer them away from misfortune. Failing to properly venerate your ancestors results in the opposite - the cursing of the living with misfortune and misery. Because of this belief, the humans greatly revere their dead, building grand tombs to honor their dead, such as-

Spoiler: The Romantic Tombs, tomb to law-giver Nganiz Leadequals (click to show/hide)

Bengellomoth, "The Romantic Tombs"

The Romantic Tombs was a tomb in Splashsculpted.

In 163, The Heroic Kingdom constructed The Romantic Tombs in Splashsculpted.

In 163, the human Nganiz Leadequals was entombed in Splashsculpted within The Romantic Tombs.

Spoiler: The Grave of Quickness, tomb to law-giver Kima Romancewards (click to show/hide)

Gamo Nelti, "The Grave of Quickness"

The Grave of Quickness was a tomb in Splashsculpted.

In 161, The Heroic Kingdom constructed The Grave of Quickness in Splashsculpted.

In 161, the human Kima Romancedwards was entombed in Splashsculpted within The Grave of Quickness.

Spoiler: The Crypt of Shrines, Tomb to war leader and hero of the elf wars, San Basinsquashed (click to show/hide)

Gogol Lipul, "The Crypt of Shrines"

The Crypt of Shrines was a tomb in Prisonrams.

In 145, The Heroic Kingdom constructed The Crypt of Shrines in Prisonrams.

In 145, the human San Basinsquashes was entombed in Prisonrams within The Crypt of Shrines.

These tombs were erected to honor their fallen brethren, and humans do not take kindly to having their dead brethren defiled or even eaten before they could even pay proper respects. Such forlorn souls are cutoff from their proper place in the afterlife and are condemned to an eternity of wandering, unless they are properly memorialized. But most importantly, proper veneration of the dead is essential so that the dead remain dead and have no cause to haunt the living. Improper burials and the like cause great problems as the forlorn spirits have a propensity to negatively influence the lives of the yet living in a great number of different ways.

It is no wonder that the humans of The Heroic Kingdom have been quite aghast at the conduct of their neighbors, the elves of The Skunk of Speaking. As of this writing, their current ruler - a fellow called Rosmic Alliedfire, has ruled from Campdashed as lord since 156. Rosmic has taken up the anti-elf stance that has been propagated since the wars of 48, having since killed 6 elves with his own hands in The Hills of Twinkling.

This was not always the case though. Given proper segregation, the separate ways of elves and of men should nary interfere with each other. Alas, it was not to be. As I recall, it all started in 48, when the elves began the wanton expansion of their territories northwestwards, occupying all the lands south of the streams that flowed into The Lake of Amazements. Shortly afterwards, the elves began to expand further north, occupying lands north of the great lake, bringing them into direct contact with the humans of the heroic kingdom.

There are few remaining today that remember how the war began, but all surviving accounts point to a dispute over the the elvish custom of devouring the bodies of sapient beings that sparked the conflict that was "The War of Disembowelment" Spoiler: Ashro Awthrar, The War of Disembowelment (click to show/hide)

Ashro Awthrar, "The War of Disembowelment"

The War of Disembowelment was waged by The Heroic Kingdom on The Skunk of Speaking. The most significant cause of the conflict was a dispute over the devouring of the bodies of sapient beings.

In the midsummer of 48, Gustokgush, "The Violent Assault" occurred. In the midsummer of 48, The Pillaging of Thundergrowl occurred. In the early spring of 49, The Skunk of Speaking accepted an offer of peace from The Heroic Kingdom.

I should know, I was there.

Spoiler (click to show/hide)

Dur Urabegu, "Dur Diedates"

In the midsummer of 48, The Heroic Kingdom attacked The Furious Jaw of The Skunk of Speaking at Thundergrowl. Dur led the attack, and the defenders were led by the elf Nithe Hopesatins.

Shortly after these events, I joined the Laborious Mines and was inducted into the teachings of Indur the Insightful Tome, where I was able to learn the secrets of life and death. With that, my life as a ignorant human was put behind me, and I removed myself to Inchedfaction to devote myself to study the dark mysteries of the afterlife. Still, I had not completely put my past life behind me, as I continued to keep tabs on the growing conflict that had engulfed The Heroic Kingdom.

The conflict continued to rage on and off over the years,

Spoiler: Sesta Uthret, The Conflict of Whipping (click to show/hide)

Sesta Uthret, "The Conflict of Whipping"

The Conflict of Whipping was waged by The Heroic Kingdom on The Skunk of Speaking. The most significant cause of the conflict was a dispute over the devouring of the bodies of sapient beings.

In the early winter of 70, Adicnoloc, "The Fierce Battles" occurred. In the early winter of 70, The Skunk of Speaking accepted an offer of peace from The Heroic Kingdom.

Spoiler: Cawculsesta, The Disemboweled Conflict (click to show/hide)

Cawculsesta, "The Disemboweled Conflict"

The Disemboweled Conflict was waged by The Heroic Kingdom on The Skunk of Speaking. The most significant cause of the conflict was a dispute over the devouring of the bodies of sapient beings.

In the early summer of 92, Noloc Ases, "The Battles of Danger" occurred. In the early summer of 92, Stoltadngiranoloc, "The Roasted Furious Battles" occurred.

In the early summer of 92, The Heroic Kingdom accepted an offer of peace from The Skunk of Speaking.

Spoiler: Desosesta, The Molten Conflict (click to show/hide)

Desosesta, "The Molten Conflict"

The Molten Conflict was waged by The Heroic Kingdom on The Skunk of Speaking. The most significant cause of the conflict was a dispute over the devouring of the bodies of sapient beings.

In the late spring of 103, Okgush Ronum, "The Assault of Raking" occurred. In the early autumn of 103, Licnoloc, "The Strifeful Battle" occurred. In the early spring of 104, The Skunk of Speaking accepted an offer of peace from The Heroic Kingdom.

eventually culminating in the takeover of several elvish sites in 136, the slaying of their high council of elven rulers and the enslavement and subsequent integration of elf prisoners into human society.

<u>Spoiler: Ashro Kerleb, The War of Ferocity</u> (click to show/hide)

The War of Ferocity was waged by The Heroic Kingdom on The Skunk of Speaking. The most significant cause of the conflict was a dispute over the devouring of the bodies of sapient beings.

In the midspring of 125, Noloc Gencesh, "The Battles of Onslaught" occurred. In the midspring of 126, Osush Laroth, "The Clash of Squeezing" occurred. In the midspring of 127, Lasodnoloc, "The Routed Battle" occurred. In the midspring of 128, Asesnoloc, "The Dangerous Battle" occurred. In the midspring of 129, Noloc Orna, "The Battle of Martyring" occurred. In the midspring of 130, Isshagencesh, "The Stormy Onslaught" occurred. In the midspring of 130, Isshagencesh, "The Stormy Onslaught" occurred. In the midspring of 131, Xakednoloc, "The Steamy Battle" occurred. In the midspring of 131, Xakednoloc, "The Battle of Throwing" occurred. In the midspring of 132, Noloc Kom, "The Battle of Throwing" occurred. In the midspring of 133, Desookgush, "The Molten Assaults" occurred. In the midspring of 134, Noloc Teshil, "The Battle of Talons" occurred. In the midspring of 135, Okgush Adoth, "The Assaults of Searing" occurred. In the midspring of 135, Okgush Adoth, "The Assaults of Searing" occurred. In the early spring of 136, Okgushrislu, "The Assaulted Siege" occurred. In the early spring of 136, Bujitgencesh, "The Scraped Onslaught" occurred. In the early spring of 136, Bujitgencesh, "The Scraped Onslaught" occurred. In the early spring of 136, Nashra Osplek, "The Attack of Shocks" occurred. In the early spring of 136, The Conquest of Raptortrusted occurred. In the early spring of 136, The Conquest of Gullyspatter occurred. In the early spring of 136, The Conquest of Gullyspatter occurred. In the early spring of 136, The Conquest of Gullyspatter occurred. In the early spring of 136, The Conquest of Gullyspatter occurred. In the early spring of 136, The Conquest of Talonleopards occurred. In the early spring of 136, The Conquest of Talonleopards occurred. In the early spring of 136, The Conquest of Talonleopards occurred. In the midsp

Ashro Kerleb, "The War of Ferocity"

A new elven queen, Ririli Willglimmer, was chosen for her diplomatic ability and her more "positive outlook" towards the humans. Thus the great human and elf wars were ended, but not quite.

The humans enacted vengeance by proceeding to construct their own temples on these conquered elvish lands. <u>Spoiler: The Frothy Shrine</u> (click to show/hide)

Uklalipul, "The Frothy Shrine"

The Frothy Shrine was a temple in Thundergrowl.

In 136, The Councils of Honoring of The Heroic Kingdom constructed The Frothy Shrine in Thundergrowl.

In 136, The Coven of Thunder formed in The Frothy Shrine in Thundergrowl.

Spoiler: The Abbey of Mosses (click to show/hide)

Nithros Zih, "The Abbey of Mosses"

The Abbey of Mosses was a temple in Prisonrams.

In 137, The Buff Coalition of The Heroic Kingdom constructed The Abbey of Mosses in Prisonrams.

In 137, The Order of Fliers formed in The Abbey of Mosses in Prisonrams.

And to add insult to injury, they then built their own catacombs to house their own dead under these temples. Spoiler: The Outrageous Pits, catacombs (click to show/hide)

Rataduta, "The Outrageous Pits"

The Outrageous Pits was the catacombs in Prisonrams.

In 138, The Buff Coalition of The Heroic Kingdom constructed The Outrageous Pits in Prisonrams.

In 138, The Slippery Coalition formed in The Outrageous Pits in Prisonrams.

<u>Spoiler: Colorgloomy, catacombs</u> (click to show/hide)

Rusnapuwog, "Colorgloomy"

Colorgloomy was the catacombs in Thundergrowl.

In 137, The Councils of Honoring of The Heroic Kingdom constructed Colorgloomy in Thundergrowl.

Eventually, many of the former elvish prisoners would relocate to these catacombs, driven to banditry in order to eke out a living under human law.

The humans and elves have since sat at peace to this day, though relations have been tenuous at best, and a spark of hostility might one day renew the flame of conflict and once again engulf both civilizations in the furnace of war.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on October 30, 2015, 11:35:06 am

Woohoo, we're expanding! Has anyone else done any epic deeds of any kind? I'm sure Vuohiparta's general actions have been phenomenal at least.

Btw, I did not know elves regularly eat other sapients: | Foul creatures.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: De on October 30, 2015, 11:48:28 am

I keep running across elves devouring corpses too and I blamed it on the elves having been overthrown by the goblins a long time ago in one of the worlds I'm playing. (The goblins overthrew everyone, we're all being ruled by a porcupine.)

Well done Zuglarkun. Are you going to do NaNoWriMo this year?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on October 30, 2015, 04:56:58 pm

Aside from the goblin 'invasion', the entirety of the fortress has spend the year either hauling blocks and/or furniture up to New New Murderflood or training constantly in the barracks. Vuohiparta belongs to the first group, though I do recall that he spent nearly a month

to carry a silver chest to my new bedroom. I've been staying out of the caves, because they seem to be full of zombies and I'm not in the mood for that nasty jazz.

I think I'd like to take a second turn at some point. With any luck I'll be the monarch by then anyway. If not, I'm sure absolutely nothing bad will happen to the queen. After all, as the captain of the guard I'd be in charge of making sure she's safe.

Here's a picture of the next level of New New Murderflood. The ceiling is still under construction in most area, but the hospital is complete and functional.



Also, the prison tower and Asmoth's rooms. The second tower is also visible, but at the moment it just serves as a bridge between the Tower of Murderflood and New New Murderflood.



Asmoth's Journal, 1st of Granite, 204

With the completion of the hospital and a great deal of work done in turning this place into a presentable fortress, I allowed the peasants to take yesterday off and celebrate the end of the year in proper dwarven fashion. In the aftermath, Taupe told me that overseers by tradition only serve for a single year for whatever reason, meaning I can actually get out of this job before something that I can be blamed for happens. My strength in the fortress proper ought to be assured in any case with the force of dwarven law behind me. My advice for my successor shall be as follows:

- Our booze stocks need replenishing for some reason. I'm not entirely sure how we have so little considering I bought out all three caravans worth of it.
- New New Murderflood is off to a good start, but nowhere near complete. There's a lot of room for expansion in pretty much whatever direction you want.
- No real progress was made on making a magma dike this year, but we did produce enough pipe sections to do pretty much whatever you want.
- I'd really like if someone could clarify this apparent problem we have with wereb-

I guess that's my replacement. Time to acquaint them with the never ending problems of the upper class.

http://dffd.bay12games.com/file.php?id=11245 (http://dffd.bay12games.com/file.php?id=11245)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on October 30, 2015, 05:09:23 pm

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on October 30, 2015, 06:07:05 pm

u wot?

...

Oh, right.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on October 31, 2015, 12:35:45 am

I took a quick look at the save and here's some quick observations.

- We have more than sufficient glass pipes, though we are lacking any glass blocks and glass corkscrews.
- We have a few dwarven ale roasts lying about, a quick examination confirms that cooking has not been toggled off for drinks or plants.
- We still have very little in terms of wood, and some of it has been used to make a bridge even.
- I like that we have a smithy, but I was hoping that it would be above ground, not underground. Still, can't complain about it.
- The caverns are a complete clusterfuck of undead beasties now. This will be a big problem later on. But I suppose we can safely ignore it for now.

I'm a bit confused so correct me if I'm wrong, but the walls above ground are for the dike right? I'm not sure of the viability given that goblins can climb, so... they might actually bypass our defenses by climbing around the walls for the dike...

Retired the save and took a look at legends...

Holy shit, is this world action packed. Man at this rate I'll never run out of material to write about.

From the looks of things, looks like I'll be designing and implementing the magma pump stack if TheFlame52 does not beat me to the punch. Hoo boy. This is what, like the 3rd time I'm doing this for a succession fort? I have found my DF niche! :P

Also, I totally didn't die this year! Hooray! The curse is broken!

Quote from: De on October 30, 2015, 11:48:28 am

Are you going to do NaNoWriMo this year?

I have never heard of this until you mentioned it, looks interesting, compelling even. I'm not sure if I can as I'm in the midst of a rough patch in my life right now. I will look further into it though.

The entry for the humans and goblins on the frontpage have been updated.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on October 31, 2015, 07:16:35 pm

@Zuglarkun: I tried to build the dike to make it difficult to climb around it (if you look closely you'll see extra walls creating higher barriers) but it's certainly possible right now. The way to deal with this? Weapon and stonefall traps. Tens or hundreds of them. Line the walls with the darned things. Heck, build the walls even higher and then line them with traps. Can either use crap, or we can spam buzzsaws with all the copper and glass we've got. It won't work for trap-avoiding stuff (although the walls will slow them down a lot), but everything else either gets buzzsawed into oblivion, falls back off the walls and away from the fort, or falls into the magma.

...the trick will then be to keep them maintained, but that's a thing we can work on later. I think I know how to do it as well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on October 31, 2015, 09:14:45 pm

The trench is for storing the magma right? The way I'm looking at it, invaders can breach the dike defenses by climbing around (not over) the trench walls near the 2 edges of the lake.

There is a way to circumvent this without removing your designs, though there is some risk involved. We would have to extend the trench walls in the southwest and northeast up to the lake borders (just the outer walls), joining them up to form a perimeter around the entire fort. This would be better than making tons of traps (that require maintenance) to cover a weak spot in our defenses.

I like the trade depot island suspended in a sea of magma you did though.

I think I see a spot where we can accommodate a magma pump stack without necessarily breaching the caverns. It will cut through some of the digging designations for the tombs and come up on the southern doorway towards the underground farms though.

Overall, I'm not worried about the surface defenses. I think we're doing pretty good (thus far) on that front. What I'm worried about is our cave defenses...

There are many ways of dealing with that particular can of worms though, just that I won't be the one to do it personally on my upcoming turn.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on November 01, 2015, 05:11:23 am

Quote from: Zuglarkun on October 31, 2015, 09:14:45 pm

The trench is for storing the magma right? The way I'm looking at it, invaders can breach the dike defenses by climbing around (not over) the trench walls near the 2 edges of the lake.

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Overall, I'm not worried about the surface defenses. I think we're doing pretty good (thus far) on that front. What I'm worried about is our cave defenses...

There are many ways of dealing with that particular can of worms though, just that I won't be the one to do it personally on my upcoming turn.

Ah, yes, I see now. Yeah....a difficult one to fix, that one. The caverns pass under the lake. Anything that dies down there is going to get up and keep on coming.

On the plus side, this will eventually get rid of any FBs down there.

On the downside, it means FB zombies. And limbs. Lots of limbs.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **November 01, 2015, 06:02:08 am**

Overhangs will stop things from getting over the walls. A simple one wide floor all the way around the outside is enough. They can climb up, but not upside down.

Personally I'd suggest altering the caverns so that anything coming through has to run through a long gauntlet of weapon traps full of green glass discs. FB's won't be bothered, but zombies will get chainsawed into hamburger. At the moment though I'd be willing to bet on our military being able to take any FB that gets in.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on November 01, 2015, 08:06:04 am

Quote from: Triaxx2 on November 01, 2015, 06:02:08 am

Overhangs will stop things from getting over the walls. A simple one wide floor all the way around the outside is enough. They can climb up, but not upside down.

Overhangs won't impede invaders from climbing along the wall to get around the dike.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on November 01, 2015, 01:11:11 pm

i like buzzsawing things into oblivion.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **November 01, 2015, 01:32:04 pm**

Oh. Perhaps carve fortifications into the walls so archers can shoot at them as they crawl around.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 01, 2015, 02:34:08 pm

Quote from: Triaxx2 on November 01, 2015, 01:32:04 pm

Oh. Perhaps carve fortifications into the walls so archers can shoot at them as they crawl around.

There are a few, small issues with carving holes into the side of a magma dike.

Edit: Also stationing archers inside it may be an issue.

[/edit]

Spamming weapons traps where they might land after they drop off might work though.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **November 01, 2015, 05:12:05 pm**

I meant on the walls above the dike. Spamming weapons traps is always useful.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 01, 2015, 05:29:15 pm

Depending on what the fort looks like when I'm next up, weapon trap spam is high on my to-do list.

That and beehives. I only got three of them snuck into place this year. Moltenchannels was great fun for beehives.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on November 02, 2015, 01:17:25 am

Zuglarkun IV Kubukonul brings tidings from the east

"It was a good decision to have laid low this past year, it seems that the enemy knows of the purpose of those whom bear my title. I hope that the danger has past, but I cannot be certain. Therefore, I have come now to speak with you three that remain of the founding seven. I'm sure that you've discovered that the last two to bear my title were of course, impostors seeking some measure of fame and recognition. I assure you, I need no such proofs, nor do I seek any measure of fame or status. My fellows and I are ever at your service, so treat us as you would any other dwarf. Unfortunately for my predecessors, they took my place and succumbed to the nefarious designs the enemy had laid for me. It is unfortunate, but due to their meddling, whatever plans the first Zuglarkun brought with her are now irretrievably marred. That matters little now, for we must look ahead. But first you shall hear of the tidings I bring.

I hail from the far east, from lands that were once well known to the inhabitants of these parts, but are now only remembered by a handful. My people were once a part of the great migration that dared venture into The Universe of Destiny, as were your forebears. But we tarried on the path and eventually stayed behind while your forebears forged on and settled the land, founding great kingdoms here.

My people founded settlements in the unknown east, and have sought to maintain a distance by refusing the summons from the court here. Our great prophet Abras Nirurgelut said that a crafty rabbit has three dens, and that the time had not yet come, and so we waited. But we have not forgotten and we've sent messengers every few years to maintain close relations with the founding line here that has since become the royal lineage.

My forefathers once swore an oath that in times of need, we would come forth from the forgotten lands to aid our brethren. The elders spoke of an ancient enemy, the omniscient "Magdark". Our ancient records note that he was once thwarted, but that he shall rise again, though it did not specify in what shape or form. Our elders say that it falls upon us to thwart him a second time, and they deemed that the time of need has now come. For my people received an urgent plea from your queen saying that an ancient threat has been revived, and that they were harried from all sides by our ancient foes the goblins. We few have come as representatives of our lands, and now we seek to fulfill that oath, to give what aid we can in these desperate times."

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on November 02, 2015, 07:28:16 pm

Wouldn't a 2 wide dike of lava be better, as it would mean climbers would have to be lava-proof to get in?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on November 02, 2015, 07:57:43 pm

I'm not sure how that'd work. They'd still be able to climb around the edges of the dike, surely?

It should be Flame's turn now, shouldn't it?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on November 02, 2015, 08:03:33 pm

Got save, I'll start tomorrow.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on November 04, 2015, 08:25:24 pm

Update tomorrow sometime probably.

Spoiler: Update Spoiler (4 real it is spoilery) (click to show/hide)

...Thoryane is alone on the bridge now, her martial trance the only thing keeping the zombies at bay...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on November 04, 2015, 09:37:44 pm

Rest in RIP in Pepperoni, Murderflood.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 04, 2015, 11:04:54 pm

Depending on which bridge, you may be able to fling her to safety by closing the bridges......

...I mean, it'll probably kill her, but you know. It might work.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on November 05, 2015, 02:15:45 am

Quote from: Urist McKiwi on November 04, 2015, 11:04:54 pm

Depending on which bridge, you may be able to fling her to safety by closing the bridges......

...I mean, it'll probably kill her, but you know. It might work.

Spoiler: This answer is also very spoilery for real. (click to show/hide)

It's Thoryane. She'd probably land on the necromancer leading the siege and behead him with her fall.

Also, hey I'm back! I've been rather busy with school, work, being sick, and running another community fort into hell the ground. That means, I won't have time to really do a tour of the fortress for this turn. I'll try and grab the save somewhere during the week to update the dwarf list, however.

In the meantime, enjoy this new poll.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on November 05, 2015, 03:49:40 pm

There are two forgotten beast corpses in our basement. Also someone's pet goat managed to avoid 100+ zombies long enough to map almost all of the third cavern.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **November 05, 2015, 07:05:49 pm**

Quote from: TheFlame52 on November 05, 2015, 03:49:40 pm

There are two forgotten beast corpses in our basement. Also someone's pet goat managed to avoid 100+ zombies long enough to map almost all of the third cavern.

The pet's courage is nothing next to the psychic abilities he used to transmit this information to the dwarves.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **TheFlame52** on **November 05, 2015, 08:17:56** pm

Also, I found the second cavern. Also also, final writeup tomorrow. It'll probably just be a narrative of the battle, then a description of what I've done with the place and some screens. Hint: Population fell, walls rose.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on November 05, 2015, 08:38:26 pm

If you hurt my magical fatherless children, I will rain vengeance upon you. >:(

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on November 05, 2015, 09:05:11 pm

No kids were killed, though a hammerdwarf's baby was thrown off the bridge by an elf corpse.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: PyroTechno on November 05, 2015, 09:15:57 pm

Quote from: TheFlame52 on November 05, 2015, 09:05:11 pm

No kids were killed, though a hammerdwarf's baby was thrown off the bridge by an elf corpse.

Elves. Why is it always Elves?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on November 06, 2015, 03:51:58 pm

```
The dead walk. Hide while you still can!

Press Enter to close window
```

The call goes up. The dead walk! They come from the south, circling around the ditch to the bridge. There are so many, and most of them even have weapons...

```
Iden Stâkudaval, Dwarf necromancer
Aquos Lakafamo, Human Ranger necromancer
```

There are two- no, three necromancers leading the shuffling mob. It's mostly elves and goblins, but there are a few dwarves thrown in too. I order the military to the depot outcrop and order the outer bridge to be raised. The last dwarf runs past the military just as the bridge raises.

The first casualty is a wild camel, which is raised as a zombie. The second is a giant wren, shot down by archers. The corpse lands inside the ditch, out of the necromancers' sight. Said necromancers have apparently fled the field, though their soldiers still march.

Approaching the raised bridge, our markdwarves trade bolts with their archers. Several are wounded and carried off the field. After both sides exhaust their ammunition, the marksdwarves and archers leap into the ditch and charge each other! I order the outer bridge lowered so that the other soldiers can help their comrades, but they are too late to save one marksdwarf.

The bridge crashes down and battle is joined. Dwarves and zombies meet in combat on the center of the bridge. The frontrunners, two axedwarves, are killed as the zombies surround and overwhelm them.

```
Melbil Adrililral, Marksdwarf has been found dead.
Rakust Eralônam, Marksdwarf has entered a martial trance!
Sibrek Mosusdetes, Swordmaster has entered a martial trance!
Kivish Lokumsebïr, Farmer cancels Sleep: Seeking Infant.
Eshtân Itredducim, Axedwarf has been found dead.
Atîs Oltarthob, Axedwarf has been found dead.
```

With everyone gone from the depot area, the only rearguard is a lone speardwarf and a few war dogs. A few zombies take advantage of this, climbing the side of the ourcrop. The speardwarf is killed and the dogs are pushed back toward the cage traps. Fearing the zombies will get into the undefended fort, I order the bridges raised.

```
Doren Stonkeskal, Speardwarf has been found dead.
Kivish Lokumsebïr, Farmer cancels Smelt sphalerite
'Thoryane' Fikodtabar, Monster Slayer has entered
The Stray war Dog (Tame) has been found dead.
```

Many dwarves and zombies are knocked from the bridge and continue combat on the ground. The number of dwarves on the bridge shrinks until only one is left: Thoryane. She bravely holds back dozens of zombies, back to the edge, axe parrying dozens of blades. Finally, a zombie goblin jumps into her and bodily knocks her off the bridge. She collapses on the ground, exhausted.

The levers are pulled, the bridges raise. Dozens of zombies are catapulted into the air and fall towards the soldiers waiting below. The dwarves quickly fall upon the zombies with newfound strength. But they are not quick enough to save Thoryane.

```
The Monster Slayer passes out from exhaustion.
The Monster Slayer falls over.
The Elf Hammerman Corpse strikes The Monster Slayer in the head with her ((copper shield)), bruising the muscle, jamming the skull through the brain and tearing the brain!
'Thoryane' Fikodtabar, Monster Slayer has been found dead.
```

When the last of the zombies in the ditch are mopped up, the military retreats back to the fort to regroup. The inner bridge is lowered and the dwarves advance to the depot outcrop. The outer bridge is lowered and the dwarves charge out to slay some zombies.

```
The militia captain stabs The one-humped camel corpse in the lower body with her Ecopper spears, tearing the muscle and bruising the guts! It is a gelding strike!
```

There are no more casualties. The last thing to die is the zombie camel. Bodies are buried, limbs are dumped, clothes are collected, weapons are melted. The fortress endures.

Okay, so that happened in about mid-turn, so there was a bunch of other stuff that happened before and after. Firstly, I claimed a smith as Flame II and trained her (yep, her, I'm cursed) up to Legendary +5 weaponsmith.



Secondly, I created a sort of serrated disc/dodge me/marksdwarf trap in the third cavern to kill the zombies. This is an old picture, the current model has the whole first row full of disc traps and that little ledge in the corner got cleaned up. Two dwarves died in various shenanigans involving some zombie gremlin bits. How does a disembodied arm jump anyway?! But other than that little mess-up, the trap works great! Just unlock both doors, wait for zombies to show up, and make sure nobody charges out into the caverns.

```
Rith Kinemlor, Dog (Tame) has been missing for a week.
Aban Orstisttirist, Turkey Hen (Tame) has been missing for a week.
Melbil Rungakalath, Alpaca (Tame) has been missing for a week.
Lorbam Otindumat, Alpaca (Tame) has been missing for a week.
Shem Letmosatzul, Cat (Tame) has been missing for a week.
Amost Idekkûbuk, Rooster (Tame) has been missing for a week.
Thikut Okoshtun, Turkey Gobbler (Tame) has been missing for a week.
'Flame II' Sosadzon has created a masterpiece *copper bolts [25]*!
Sibrek Keskalaval, Goose (Tame) has been missing for a week.
'Flame II' Sosadzon has created a masterpiece *copper bolts [25]*!
Winter has arrived on the calendar.
Iteb Össekzuntîr, Cat (Tame) has been missing for a week.
Tobul Cilobonul, Hen (Tame) has been missing for a week.
```

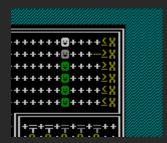
For the trap's maiden voyage, I loaded it with everyone's pets and opened the cavern door. They all died, but one goat managed to escape and run around the third cavern, avoiding hundreds of zombies, until it finally became exhausted and got its head bitten off. Anyway, that's why the third cavern got revealed.

You have discovered a deep pit. You have discovered an expansive cavern deep underground.

We also found the second cavern.



Here's the piece of the second cavern that the goat found. We should probably find more of it, especially if we're going to make a magma pump stack.



I made a spot for the marksdwarves to train. Here's them doing so.

'PS: 100 (18) onullål, "Mirroredblanket", a diorite quern

This is a diorite quern. All craftsdwarfship is of the highest quality. On the item is an image of Kulet Legendabbeys the dwarf and Rakedbrim the giant toad in diorite. Rakedbrim is striking down Kulet Legendabbeys. The artwork relates to the killing of the dwarf Kulet Legendabbeys by the zombie giant toad Rakedbrim in Murderflood in the midautumn of 201. On the item is an image of Bomrek Paddlesyrups the dwarf and Clearedcrowd the cave crocodile in diorite. Bomrek Paddlesyrups is making a plaintive gesture. Clearedcrowd is laughing. The artwork relates to the mortal wounding of the dwarf Bomrek Paddlesyrups by the cave crocodile Clearedcrowd in Murderflood in the midwinter of 201.

I think this quern pretty accurately describes life at Murderflood.

```
The Giant Tick vile mist husk attacks The Gem Cutter but She jumps away!
The Giant Tick vile mist husk bites The Gem Cutter in the left upper leg, bruising the fat through the *jute plant fiber trousers*!
The Giant Tick vile mist husk bites The Trapper in the right lower arm, bruising the fat through the (llama wool cloak)!
The Trapper attacks The Giant Tick vile mist husk but He jumps away!
The Giant Tick vile mist husk bites The Trapper in the right lower leg and the injured part collapses!
An artery has been opened by the attack!
Dwarf blood is sucked out of the wound!
The Giant Tick vile mist husk bites The Trapper in the right cheek and the injured part collapses into a lump of gore!
The Giant Tick vile mist husk jumps out of the Trapper's flight path!
The Giant Tick vile mist husk bites The Trapper in the upper body, bruising the muscle, jamming the left false ribs through the liver and tearing apart the liver!
Dwarf blood is sucked out of the wound!
```

We also had a bit of a mishap with a giant tick mist husk, which is far more terrifying than it sounds. It attacked several haulers picking up camel corpses. Only one glassmaker was killed, thanks to the tick's habit of biting dwarves so hard they flew several tiles.

```
The Giant Tick vile mist husk grabs The Glassmaker by the lower left back teeth with his left second leg!

The Glassmaker punches The Giant Tick vile mist husk in the right fourth leg with his right hand, tearing the fat!

The Giant Tick vile mist husk throws The Glassmaker by the lower left back teeth with The Giant Tick vile mist husk's left second leg!

The Giant Tick vile mist husk releases the grip of The Giant Tick vile mist husk's left second leg from The Glassmaker's lower left back teeth. The Moble(?) jumps out of the Glassmaker's flight path!

The Glassmaker's lower body skids along the ground, bruising the muscle and bruising the guts through the (pig tail fiber cloak)!

The Glassmaker's left upper arm skids along the ground, bruising the bone through the (pig tail fiber cloak)!

The Glassmaker's upper body skids along the ground, bruising the muscle and shattering the left true ribs through the (pig tail fiber cloak)!

The Glassmaker gives in to pain.

The Glassmaker slams into an obstacle!
```

Three dwarves were put in the hospital before the military showed up, and one trapper was wounded so badly he had no operable limbs. He had more wounds than I've ever seen outside of adventure mode. He made a full recovery, but it took a while.

The Swordmaster slashes The Giant Tick vile mist husk in the left fourth foot with her steel short sword and the severed part sails off in an arc! The militia captain stabs The Giant Tick vile mist husk in the left fourth foot with her Ecopper spear=!

The Swordmaster slashes The Giant Tick vile mist husk in the right second leg with her steel short sword, fracturing the chitin!

A ligament has been torn and a tendon has been torn!

The Giant Tick vile mist husk misses The Swordmaster!

The Macedwarf bashes The Giant Tick vile mist husk in the right second leg with his -silver mace-, tearing the fat and bruising the muscle!

The militia captain stabs The Giant Tick vile mist husk in the abdomen with her Ecopper spear=, tearing the muscle and tearing the guts!

A ligament has been torn and a tendon has been torn!

The Monster Slayer bashes The Giant Tick vile mist husk in the left fourth leg with her Esilver war hammer=, tearing the fat and bruising the muscle!

The Noble(?) slashes The Giant Tick vile mist husk in the right second foot with her -steel short sword- and the severed part sails off in an arc!

The Hammer Lord bashes The Giant Tick vile mist husk in the abdomen with her +silver war hammer+, tearing the fat and bruising the muscle!

The Swordmaster punches The Giant Tick vile mist husk in the right fourth foot with her steel short sword and the severed part sails off in an arc!

The Swordmaster slashes The Giant Tick vile mist husk in the right fourth foot with her steel short sword and the severed part sails off in an arc!

The Swordmaster slashes The Giant Tick vile mist husk in the right fourth foot with her steel short sword and the severed part sails off in an arc!

The Moble(?) scratches The Giant Tick vile mist husk in the right second leg with her Ecopper spear=, tearing the muscle!

A ligament has been torn and a tendon has been torn!

The Noble(?) scratches The Giant Tick vile mist husk in the right second leg, tearing the fat!

The Axedwarf hacks The Giant Tick vile mist husk in the cephal

Even when the military showed up, it took quite a while for them to kill it. Seriously, they killed an *entire goblin siege* faster than they killed this thing. And not for lack of trying.

```
PS: 100 (18)

The Kills of Sibrek Mosusdetes

Two Notable Kills

Chewnegated the fire imp, d. 202

Echorelieved the giant tick, d. 204

One Other Kill

One goblin (9) in Murderflood
```

Swordsdwarf Sibrek got the kill. No swordsdwarves died during the zombie siege, so I'm pretty sure he's still alive.

This point is about where the zombie siege happened.

So after the siege, I tried to fill all the holes in our security that the zombies exploited. For one thing, I fortified the entire inner wall of the ditch, making it unclimbable. The reason I acted so aggressively during the siege instead of staying behind our defenses is because zombies really like to climb dirt walls like the ones defending several sections of our fort.

I replaced dirt with smooth bricks and fortifications. No way zombies are climbing those. Now we can act more defensively and strike only when we're prepared from now on.

A vile force of darkness has arrived!

Remember that goblin siege I mentioned earlier? Well, it came at around early winter. I just sent the military out to go kill them all, and kill they did. They ripped though ~40 goblins and trolls in a few seconds. Seriously, I haven't seen bloodshed like that since I led a hydra into a town market. The dwarves were still cleaning it up when spring arrived.

And to finish off, here's one of our bonecarvers making trinkets out of zombie arms.

SAVE (http://dffd.bay12games.com/file.php?id=11262)

Some things you might want to do:

- Gwolfski is paralyzed, done in by a zombie's arrow. You might want to put him in charge of a squad of recruits to utilize his teaching skill, since he won't be doing much fighting.
- At least dig the pump stack for the magma dyke. Someone else can build it and power it.
- The fort still needs a bit more fortification. Stick some marksdwarf towers on either side of the main entrance, maybe? Some disc traps in that choke-point south of the bridge where enemies come around the ditch?
- Stick some more traps in the zombie trap and run it some. We need to get rid of all those zombies. Seriously, if we get a vampire, he's going to get put on permanent zombie cleanup duty.
- Somehow get some better weapons and armor for the military. We need some badly. We're using copper, for crying out loud!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on November 06, 2015, 05:13:46 pm

what do ya mean? cant move, legs lost, arms?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on November 06, 2015, 05:18:56 pm

Note re. zombies and vampires. In Icehold I tried to get a vampire to assassinate a necromancer, and she was immediately torn apart by the undead horde. I don't know why, but I'm guessing that zombies will actually respect their master's alignment now and therefore kill any undead from the civilisation that they're invading.

Also, I might be over cautious or just very lucky, but a hell of a lot more people seem to die on turns that aren't mine for some reason, even when I'm deliberately trying to oppress the peasants.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on November 06, 2015, 08:40:16 pm

Hmm. So what were the total casualties in the zombie siege? In particular, were there any casuaties of note other than Thorayne and Gwolfsky?

You mentioned some of the zombies carried weapons - I dont suppose any of it was iron or steel? that could help fix our lack of decent weapons grade metals, at least partially.

If possible, could I have an account of how my dorf fared? I believe she should still live - iirc, she was a swordsdwarf last I heard, and you said no Swordsdwarves fell....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on November 06, 2015, 09:22:51 pm

Quote from: Deus Asmoth on November 06, 2015, 05:18:56 pm

Note re. zombies and vampires. In Icehold I tried to get a vampire to assassinate a necromancer, and she was immediately torn apart by the undead horde. I don't know why, but I'm guessing that zombies will actually respect their master's alignment now and therefore kill any undead from the civilisation that they're invading.

Also, I might be over cautious or just very lucky, but a hell of a lot more people seem to die on turns that aren't mine for some reason, even when I'm deliberately trying to oppress the peasants.

Im guessing peasant oppression isnt as damaging as werebears and zombies and vile husks.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on November 06, 2015, 10:02:34 pm

No, I think I just wasn't oppressing them enough. Next time I'll show them the violence inherent in the system.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on November 06, 2015, 10:07:11 pm

I've got the save. Will give it a whirl later today.

EDIT: Oh god, I forgot I have to do this turn in ASCII. I probably won't have time to do a write up for the various things happening outside of the fort, so here's a *brief* summary of things that happened between 203-204 (*Deus Asmoth's turn and TheFlame52's turn*) which may or may not be relevant to us here in Murderflood.

- The Immortality of Battles has continued to siege Boardsomber and other sites that we hold.
- During the early winter of 203, The Dented Conflict began. The Thief of Curls sent a welcoming party to Murderflood to invite us. They also sent several other war parties to wage fun upon several of our sites.
- During the late autumn of 204, The Thief of Curls arrived at Boardsomber and laid siege to it.
- Our Queen has gained a title. She is now known as Obok Constructrazor the Trampled Symmetry of Pools.
- Our General has also gained a title. He is now known as Dodok Bookice the Curled Duty of Foot.
- Our former failure of a goblin diplomat stepped down and has become mayor of Boardsomber.
- Our former outpost liaison, Dobar Pearshoots has stepped down from the position of outpost liaison and has become the champion of Boardsomber.
- Our new outpost liaison is apparently the father of Haerdalas II.
- Boardsomber endures, but for how long?

In other news...

- The Thief of Curls also sent war parties to wage fun upon the goblins of the Immortality of Battles (just the sites they conquered from us) as well as other human civs. Goblin on goblin action! I can barely keep track of who is fucking who over.
- The elves got their capital, Nutglimmers, taken over by goblins from the Lie of Sins.
- The humans of the Confederations of Wringing have come to our aid (sort of) and attacked the Immortality of Battles.

So we are at war with two goblin civs, there are wars being waged everywhere, its becoming a clusterfuck of backstabbing fun out there and to top if off, there is undead above us and below us. Yup, there's plenty of murder to go around.

EDIT 2:

- Everyone of note seems to be fine. Looks like I narrowly averted death last year, got my arm broken instead. I guess I should count my blessings.
- 'Gwolfsky', Brandhalls the Copper Plays of Toning has lost the ability to stand. Seems he got the nervous tissue in his lower spine cut apart, and his left foot is broken.
- Haerdalas II is doing well, 23 kills in total, looks like she participated and did well in her undead encounter, killing 10 zombies overall. She doesn't really care about anything anymore.
- 'De' Swordjail is currently the military captain of the Cobalt Charms, an axedwarf squad. He has 2 kills to his name.
- 'Pyrotechno' Azmololin is our Blacksmith and is impervious to the effects of stress. I think he will make a good military candidate.

Let me know if you guys want me to post up your character profiles. In the meantime, I've got a backlog of stuff to clear on the front page, and I need to plan this turn out somewhat. So updates will come earliest next week I suppose.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on November 07, 2015, 01:47:37 am

We have officially accomplished way more in the last three months than the previous iteration in a year. Well done, everyone!

Flame, will you be taking another turn down the list?

And Haerdalas II's profile is slowly becoming the portrait of a very, very active dwarf.

Oh, and... I'm now the only standing member of the founding seven. :/

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on November 07, 2015, 06:08:07 am

Well, I suppose throwing dwarves into the grinder is a good way to manage FPS.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on November 07, 2015, 09:45:39 am

do we have baron? if not, i requust to become baron as ex-faithfull defender.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on November 07, 2015, 10:49:03 am

I screenshotted every death, so if someone isn't shown dying, they didn't. And I will be taking another turn.

Also, re: vampire hunting undead, I meant the undead in the third cavern. I think we can now handle any undead that come at us from the surface.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on November 07, 2015, 01:05:40 pm

Quote from: Gwolfski on November 07, 2015, 09:45:39 am

do we have baron? if not, i requust to become baron as ex-faithfull defender.

There's more incentive to name the guy who wrote an entire backstory and turn around it. Your dwaef ia a coward, a cripple and a massmurderer.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on November 07, 2015, 01:41:58 pm

Quote from: Taupe on November 07, 2015, 01:05:40 pm

Your dwaef ia a coward, a cripple and a mass-murderer.

yeah, right, how... oh yeah. cmd? champion? captain of the guard? bookie?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **TheFlame52** on **November 07, 2015, 03:47:58 pm**

Oh yeah, he killed all those people. I forgot about that.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on November 07, 2015, 06:13:04 pm

Quote from: Gwolfski on November 07, 2015, 01:41:58 pm

Quote from: Taupe on November 07, 2015, 01:05:40 pm

Your dwaef ia a coward, a cripple and a mass-murderer.

yeah, right, how... oh yeah. cmd? champion? captain of the guard? bookie?

You can be my champion! It'll be like Trump for president with Palin as vice president! (I don't know much about politics across the ocean, but I think those two are terrible and in the same party.)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **November 07, 2015, 06:26:55 pm**

Quote from: Deus Asmoth on November 07, 2015, 06:13:04 pm

Quote from: Gwolfski on November 07, 2015, 01:41:58 pm

Quote from: Taupe on November 07, 2015, 01:05:40 pm Your dwaef ia a coward, a cripple and a mass-murderer.

yeah, right, how... oh yeah. cmd? champion? captain of the guard? bookie?

You can be my champion! It'll be like Trump for president with Palin as vice president! (I don't know much about politics across the ocean, but I think those two are terrible and in the same party.

They call it the HFS party, because they're both clowns.

With Thoryane dead, Gwolfsky could probably made commander. He'd be the old soldier giving orders whi cant take to the field anymore. Just give him an empty squad and an office. I feel like Haerdalas II is the right choice for champion, witg such a hillusttious career.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on November 07, 2015, 06:54:48 pm

I forget who I made militia commander. Some unnamed dwarf, I think.

EDIT: Who's next?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **De** on **November 07, 2015, 09:33:55 pm**

Quote from: Zuglarkun on November 06, 2015, 10:07:11 pm

- Everyone of note seems to be fine. Looks like I narrowly averted death last year, got my arm broken instead. I guess I should count my blessings.

- 'Gwolfsky', Brandhalls the Copper Plays of Toning has lost the ability to stand. Seems he got the nervous tissue in his lower spine cut apart, and his left foot is broken.
- Haerdalas II is doing well, 23 kills in total, looks like she participated and did well in her undead encounter, killing 10 zombies overall. She doesn't really care about anything

'De' Swordjail is currently the military captain of the Cobalt Charms, an axedwarf squad. He has 2 kills to his name.

- 'Pyrotechno' Azmololin is our Blacksmith and is impervious to the effects of stress. I think he will make a good military candidate.

That's kind of hilarious considering what happened to 'De' Blizzardbolts over in Workclench. Thanks for all the summarizing Zuglarkun.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on November 08, 2015, 06:54:24 pm

Since it sounds like Sir Humphrey isn't dead yet, let's have a look at how he's going.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on November 08, 2015, 07:33:23 pm

He was wounded in the undead siege, but is doing well at being a dwarven cactus. And I completely forgot to make him immortal. Oh well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on November 08, 2015, 09:58:29 pm

If we need better weapons, take me off cooking and put me back to work making crossbows

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 08, 2015, 10:33:28 pm

Quick poll. Does anyone really REALLY mind if I switch to using the Ironhand tile set instead of ASCII?

For me, its really difficult to tell one thing from another, and I still can't seem to wrap my mind around it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: PyroTechno on November 08, 2015, 11:41:32 pm

Quote from: Zuglarkun on November 08, 2015, 10:33:28 pm

Quick poll. Does anyone really REALLY mind if I switch to using the Ironhand tile set instead of ASCII?

For me, its really difficult to tell one thing from another, and I still can't seem to wrap my mind around it.

In general, the rule seems to be: switch back before passing on the save, so the next player is forced to deal with a minimum of texture confusion.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: De on November 09, 2015, 01:58:13 am

Flame, you sweetheart, you passed along the save in a format my rickety old laptop can actually open and play. Let's have a look at this thing.

- -Wow, that lake is right there. In my mind I always pictured it as being a long way off across the plain.
- -Holy crap, you're also at 2099 dead already. Hey Taupe, is the 3k death cap thing still in this version? Did you save that script you had to circumvent it?
- -I am looking at what I believe to be 137 undead lurking in your cavern.
- -My dwarf sounds like he's got some kind of Napoleon complex, which must be even weirder when you're a dwarf.
- -I love the island depot surrounded by dogs.
- -Can I put in an official request for the war bear?
- -I can't help but notice that even with no outstanding work orders there aren't any idlers except for Nujux who just seems kind of lost.
- -You guys have bees, how sweet. I can't recall the last time I saw a fortress with a honey industry.

I'm seeing a little bit of texture confusion. I hope you don't have any trouble Zuglarkun. Nice job guys. That's quite a fortress after only five years.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on November 09, 2015, 06:58:45 am

It seems to be my *thing* in succession games; Building a confusing mess of walls and/or towers.....and as many beehives as possible.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on November 09, 2015, 07:50:23 am

Yeah I stil have the script.

It still counts the number of active units, tho. The undead in the basement will eventually stop immigration unless we solve the issue with specialised soldiers. By which I obviously mean "magma"

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on November 09, 2015, 08:02:43 am

Quote

-Wow, that lake is right there. In my mind I always pictured it as being a long way off across the plain.

Yeah, our fearless leader didn't take a course in Uncivil Engineering: Or how not to get murdered by undead monstrosities.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on November 10, 2015, 05:29:12 am

Quote from: Taupe on November 09, 2015, 07:50:23 am

Yeah I stil have the script.

It still counts the number of active units, tho. The undead in the basement will eventually stop immigration unless we solve the issue with specialised soldiers. By which I obviously mean "magma"

Ok....this is a stupid idea but.....could we cast obsidian from above to seal them off?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on November 10, 2015, 06:34:38 am

It doesn't seem feasible. The magma would keep pouring out the edges of the map and probably kill the framerate along with everything else.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 10, 2015, 08:32:58 am

If it irks you that much, the best bet would be to wall off the caverns, or at least the portion of the caverns which is beneath the lake, to prevent undead beasties from spawning and clogging up that portion of the map. Of course, you'll have to access the caverns first and

fight off all 140+ undead that are already there, including two undead forgotten beasts, and undead rutherers.

Pathing from the undead trying to find their way towards living flesh is already killing the frame rate (if you activate ThFlame52's trap for instance), this is something we'll have to be forced to deal with sooner or later lest it cripples the fort in some way.

Update coming soon. I finished spring, doing write up.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 10, 2015, 12:22:14 pm

-----Prologue-----

I was shaken by the events of last year, the foul creatures tried to kill me on the 2nd Opal 204, but I was lucky that I only escaped with a broken left arm.

```
Spoiler (click to show/hide)
The Health of Zuglarkun IV K buk nul Mechanic
           Status
                                     Wounds
                                                                 Treatment
                                                                                           History
2nd Opal 204: Brought to rest in Bed
                                                           Olon Sanrebkivish Woodcrafter
     Opal 204: Evaluated
                                                           🗏 🕅 rith Kogantad 📉 Planter
      Opal 204: Cleaned
                                                             Brith Kogantad
                                                                                      Planter
    Opal 204: Received pig tail fiber dressing on skull
Opal 204: Received pig tail fiber dressing on left

— Writh Kogantad
Opal 204: Received pig tail fiber dressing on left

— Writh Kogantad
                                                                                      Planter
                                                              grith
left u
Edzul
                                                                     upper arm
Ellestolin mayor
                      Received copper
                                              splint
                                                         o n
```

Its healed now, and I guess I should be thankful of all that has transpired, given how everyone that has taken the 'Zuglarkun' title was killed already. How ironic that the rescuer would in turn need to be rescued?

```
Spoiler: But I am grateful (click to show/hide)
     felt gratitude after being rescued
```

I believe that I narrowly escaped certain doom. I remember being accosted in the caves by a foul gremlin corpse that had risen and unfortunately I was caught unawares. I was trying to rescue some of our fellows that had been caught down there, but little did I know what foul horrors lurk in the depths. Now I know that the dead have risen and are prowling the depths. I had no idea what I was getting myself into when I left home, and now I know. I dreaded the prospect of having to fight off the undead and quite frankly I would rather just run away from it all. Recently, Flame II conjured up a device that would rid us of this foul infestation. But I do not know if it will hold up. They just keep coming and there is no sign that things will let up anytime soon.

In light of this dreadful discovery, Taupe gathered several of the more noteworthy dwarves together. He had only one thing to say. Spoiler (click to show/hide)

```
Febunol
                                           Fields Supervisor
                         Taupe Arrowsoul
       Taupe
should all work together
```

After much discussion, it was agreed upon that we would need to find some way to deal with the undead. We did not have much in the way of military might so perhaps dwarven ingenuity would be the way to go? Gwolfsky quickly pointed out that when in doubt, just use magma. Flame II concurred with this notion, pointing to the strange device he had made and how effective it was against the undead. Most agreed with this solution, though not all.

Some of the other dwarves felt that we could drive the undead away, and they remained optimistic about our chances.

```
Spoiler (click to show/hide)
                  Dumat Utharshem
                                       Dumat FirstPlank
                                                             Engraver
😕 I m feeling optimistic about the future 👑
```

While others were more realistic in their outlook.

```
<u>Spoiler</u> (click to show/hide)
```

```
Blitz Gamer
                   Nisgaklorbam
                                    Blitz Gamer Frostystandard
                                                                   Cook
MIII won t turn out well M
```

I turned to TriaxxII, "What do you think?"

Spoiler: and TriaxxII replied (click to show/hide)

Triaxx

III Distikas n

Triaxx II Boargravel Engraver I go with the flow sometimes

```
<u>Spoiler: Regardless, we all agreed that</u> (click to show/hide)
                                            Limul Cudgeldashes
                                                                        Thresher
                 Limul Asteshrutod
There s so much to be done!
```

Taupe turned to me and asked if I was up for the challenge. He explained that they had lost their chief planner early on, and needed someone with expertise in engineering to pull it off. Though I had come at the behest of the elders, I was but a lowly mechanic, what could I achieve?

Spoiler (click to show/hide)

Though at times I fancied myself as a rather capable *military advisor*.

```
Zuglarkun IV Lancedmirror
Construct Building
Competent Judge of Intent
Adequate Liar (Rusty)
Competent Intimidator
Skilled Conversationalist
Competent Comedian
Competent Flatterer (Rust
Skilled Consoler
Competent Pacifier
Novice Military Tactcs (R
                                                                                     (Rusty)
                                                                                                  (Rsty
```

It was a difficult decision to make. But Zan, wise beyond her years, offered a nugget of wisdom.

```
Spoiler: She said, (click to show/hide)
```

| | Za | Zan Cattenzatam Zan | | | Channelclouted | | | Wax Worker | | | |
|----------------------|---------------|---------------------|--------|------|----------------|------|------|------------|-------|-----|--|
| ∰Broaden
just one | your
thing | horizons | Theres | more | to | life | than | becoming | great | a t | |

Thus it was that I took up the mantle of Overseer.

----Year 205 - The quest for magma----

1st Granite 205

I quickly set my plans into motion. But immediately it became apparent that there were many hurdles to overcome. I was notified by the manager that we lacked the magma safe rock to construct the magma drain and flood system I devised. After a quick survey of the rock quarries, I ordered all the obsidian blocks used for the magma dikes to be cannibalized. I ordered workers to replace them with common granite blocks afterward.

That was not the only problem though, there was too little sand available though we were in the middle of a desert with sand all around us. I ordered more sand to be gathered, no excuse not to have sand. We will need sand for glass components for the pump stack device.

Another quick survey of the stock records provided by the bookkeeper showed that we did not have any soap at all, though we have all the necessary materials. I setup a bucket and lye only stockpile in the stockpile caches, taking care to forbid any lye from being stored in our other food stockpiles. We will need more wood for ash though. Speaking of which, it is a waste to use scarce wood for the bridge. I'm having it dismantled. I will put up a new bridge afterwards.

Another quick glance at the records and I could tell that too much silver and copper was being melted. The coffers overflowing, and we had little need of silver. I stopped the furnaces from melting silver ore, focusing on melting the spoils of war we captured last year instead. Especially the iron. Meanwhile I have Flame II put his skills to good use. I put up an order for 10 of each masterwork silver maces and silver warhammers. I put Pyrotechno on armorsmithing duty to churn out some copper shields and other various armors. I was also notified that bolts in the lake were marked for melting. I shook my head in dismay at the furnace operators. I explained to them that if they wanted to melt those so badly, they could swim out to the lake and get it themselves. I forbid all the bolts and the one mosquito man corpse in the lake.

2nd Granite 205

Flame II immediately set out to work and quickly produced results, making a masterpiece silver mace! Spoiler: nice work (click to show/hide)

→ Flame II Sosadzon has created a masterPiece @silver mace @!

Edem, the resident mace lord hurriedly reserves the weapon and snatches it up immediately.



I didn't notice it before, but the magma forges and smelters all have open air holes in them that lead down to the magma. What if something comes up from the magma depths? This is most unsafe.

Meanwhile, FlameII just keeps churning out those masterworks. I do admire his attitude and excellent craftdwarfship.

Spoiler: masterwork after masterwork (click to show/hide)

Flame II Sosadzon has created a masterpiece «silver mace»!
Flame II Sosadzon has created a masterpiece «silver mace»!
Flame II Sosadzon has created a masterpiece «silver mace»!

5th Granite 205

I made alterations to the military uniforms. Full metal melee, full steel melee and full steel crossbows. With all the orders going about, this will keep everyone busy for awhile. In the meantime, I will have time to do some geographical surveying.

10th Granite 205

I had taken the time to scout ahead and ascertain the position to build the pumpstack with none or hopefully minimal disturbance to the caverns. I could hear the undead shambling about all the time in the lower depths as I went about my surveying, it was terrifying. I showed Taupe the schematics of the magma pumpstack design I had drawn up. It includes a safety system for maintenance which includes a drainage system to drain away the magma if the situation calls for it. I got the miners to start working on it right away.

In the meanwhile, the wooden bridge was dismantled. I'll have granite one up to replace it soon.

12th Granite 205

Spoiler: depressed dwarves abound (click to show/hide)

Litast Iliruniba Shearer has slipped into depression to depressed

I was notified of unhappy dwarves in our midst. I would be unhappy too if I had to deal with the undead and hauling stinking corpses that befouled my clothes. I removed refuse hauling duties from the most stress prone dwarves in hopes that it will improve their disposition. I also made alterations to the refuse system. The new one will be deep in the bowels of the fort, away from sneaky corpse raisers.

Spoiler: Visitors arrive (click to show/hide)

→ A elven caravan from Alu Ing has arrived

An elven caravan from Alu Inó has arrived. Since the bridge is still under construction, they came in from the northeast entrance.

There are so many dogs loitering about on the trade depot, and they are happily fornicating away. Awww how sweet, its like an animal shelter more than a trade depot. I order all of them gelded.

22nd Granite 205

This puppy surprise is the gift that just keeps on giving.

Spoiler: This is punishment most cruel and unusual (click to show/hide)

```
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(Tame)
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                                               rth
  ay war
animal
tray
             Dog
                             has
                                                     to
                                                          Pupp
                   grown to
                                            Stray
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             has
                                become
                                                       Dog
                                           become
a Stra
                                                       Dwarven Child
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       Egathzasit
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birth to puppies
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tray
       war
                     Tame)
                              has
                                   9
                                                     to
                                                          Puppies
                                      ven
```

I suspect this recent outburst was caused by the elves and their fabled 'animal touch'. Damn elves, no good could ever come from those treehuggers, but we shall suffer their presence, we have much need of wood.

26th Granite 205

Some migrants arrive, trudging over the chalky northern wastes. Spoiler: and by some, I mean two (click to show/hide)



He is a faithful worshipper of Zan and a dublous worshipper of Zon He is a citizen of The Stirred Irons He is a member of The Channels of Melting He arrived at Usinizuth on the 26th of Granite in the year 205 He is fifty—six years old born on the 8th of Sandstone in the year 149 His sideburns are clean—shaven His very long moustache is neatly combed His very long beard is arranged in double braids His long hair is tied in a pony tail He is short He has a very narrow chin His nose bridge is somewhat concave His brass eyes are slightly sunken His hair is russet His skin is brown He is very rarely sick Edzul Ganrimtar likes ilmenite billon violet spessartine squares bolts and flasks When possible he prefers to consume glant earthworm Perch two-humped camel cheese and apple cider He absolutely detests bats He has a good memory but he has quite poor focus He absolutely detests bats He has a good memory but he has quite poor focus He absolutely detests bats He has a good memory but he has quite poor focus He absolutely detests bats He has a good memory but he has quite poor focus He absolutely detests bats He has a good memory but he has quite poor focus He is work shah a greatly respects and their masterworks has a good memory but he has quite poor focus He is very slow to sand their works and the property of the law greatly respects artists and their works really respects those that take the time to master a skill deeply respects that work hard at their labors values cooperation finds merrymaking and partying worthwhile activities values martial prowess values leisure time respects commerce and finds nature somewhat disturbing He personally values franquility and a peaceful day and does not care about fairness He dreams of creating a great work of art He does not often feel lustful He tends to be a bit stubborn in changing he is inattentive to detail in his own work He is very slow to anger He is mind about things He does not often feel lustful He tends to be a bit stubborn in changing has mind about things He does

Spoiler: Momuz Sobirtun, a brewer (click to show/hide)

```
He is a worshipper of Zon and a dubious worshipper of Zon

He is a worshipper of Zon and a dubious worshipper of Zon

He is a citizen of The Stirred Irons He is a member of The Channels of

Melting He arrived at Usenieluth on the 26th of Granite in the year 205

He is seventy-three years old born on the 8th of Opal in the year 132

He is short and skinny His sideburns are clean-shaven His very long

moustache is neatly combed His very long beard is arranged in double

braids His hair is clean-shaven He has a narrow chin He has a high voice.

He sextremely tall east of His nose bridge is somewhat concave. His hair is

are extremely an arrow His slightly sunten brass eyes

are stightly sunten brass eyes

are stightly sunten brass eyes

are suick to heal but he is clumsy

Momuz Sobritum likes gabbro bismuth Pyrite the color violet battle

axes low boots barrels and sun berries for their inner light. When

possible he prefers to consume rambutan wine and capers He absolutely

detests moon snails to the has a questionable spatial sense an

iff memory road in the lect but he has a questionable spatial sense an

iff memory road in the lect but he has a questionable spatial sense an

iff memory road in the lect but he has a greatly with social relationships and

lift entry but an elect a clear of the law greatly prizes in life believes that

honesty is a high ideal greatly respects artists and their works really

respect for the law greatly prizes and their works really

respects those that take the time to master a skill deeply respects those

that work hard at their labors respects fair dealing and fair—play values

somewhat distursing He service and the works to square this

somewhat distursing He service and the works to square this

somewhat distursing He service and the works to square this

go it alone without considering the advice of others. He can occasionally

go it alone without considering the advice of others. He can occasionally

go it alone without considering the working day.

A short sturdy creature f
```

They are quickly ushered into the relative safety of the fort, though Momuz gave one look around and remarked why the dwarves all seem so glum around here.

28th Granite 205

Meng Umeravuz, Thresher dropped the item he was hauling to the trade depot and quickly made for the fortress, a strange look in his eyes.

Spoiler (click to show/hide)

```
Meng Umeravuz Thresher withdraws from society

Meng Umeravuz Thresher

Meng Umeravuz Thresher

Meng Blushedmines

Peculiarly secretive

Strange Mood

Dabbling Discipline

Dabbling Dodger

Novice Thresher (Rusty)

Novice Mechanic (Rusty)

Novice Swimmer (Rusty)

Novice Persuader

Novice Negotiator

Adequate Judge of Intent

Novice Intimidator
```

1st Slate 205

Meng claims a mechanics workshop and begins frantically gathering materials from around the fortress.



2nd Slate 205

Doren bestows the name Elikbakust - The Single Urges upon his plum wood shield. Spoiler: Elikbakust (click to show/hide)

```
Doren Brithnoram Hammer Lord has bestowed the name Elikbakust upon a plum wood shield!

Press Enter to close window
```

6th Slate 205

Meng has begun work on a mysterious construction.



7th Slate 205

Orders for the 10 masterwork silver warhammers and silver maces are fulfilled. I'll get Flame II to work on some masterwork copper crossbows next.

8th Slate 205

We traded a whole bunch of old, foreign and unusable clothing for plenty of wood, fruits and some caged animals because i want the featherwood cages they are housed in, not because I intend to keep these useless animals around. What with the dog outbreak and all. Damn dogs!

In the meantime, the new morgue has been excavated. This will hopefully prevent the more squeamish among us from having a nervous breakdown every time they pass by some corpse or body part.

<u>Spoiler: the new refuse stockpile</u> (click to show/hide)





I dropped in to see how the military were holding up. Shorast has been praying to *Cog Standknight* in hopes of being bestowed with his blessings in combat. He remarked that military trances are when a dwarf is touched by the gods upon the field of combat, and he was hoping to boost his chances. I tilted my head to the side and gave him an odd look, but I left him to his own devices.

<u>Spoiler: Shorast deep in prayer</u> (click to show/hide)

Shorast Shintirist Shorast Brightnessrim Hammer Lord

De approaches me and suddenly starts demanding an animal companion to be assigned to him. He specifically asks for the grizzly bear. I ask if he will reconsider, since in my experience animals do not fare well in martial combat unless they have superior numbers.

Spoiler: His reply? (click to show/hide)

De Dastotteskom De Swordjail militia captain

Well then, at De's request, I had the animal trained and assigned the war grizzly to him. As I approached the marksdwarf quarters, I spied a dwarf in a makeshift cactus costume shooting out 'cactus needles' at a nearby archery target.

Spoiler: Huh (click to show/hide)



We have a odd collection of folks around here.

11th Slate 205

Meng has created *Urdimmeng Öseek Uker - Towerlashed the Councils of Waving*, a slate mechanisms. Nice, I could make good use of that.



I order some magma dike walls to be put up on the southeast and northwest end. I know getting in the vicinity of the lake is dangerous. But it is a risk we'll have to take.

Spoiler: magma dike under construction (click to show/hide)



18th Slate 205

Litast is throwing a tantrum. I gave her a quick once over as a practicing medical professional, and the prognosis is bad. Spoiler: it is hopeless (click to show/hide)

When I asked if she perhaps needed some help in coping with her stress, she stubbornly replied she was better off dealing with it alone. I fear for the worse.

```
Spoiler: utterly hopeless (click to show/hide)
                                       Litast Joyrag
                                                         Shearer
                  by myself
                   Within the last season she felt satisfied while crying on
```

Well, looks like the naming fad is continuing to circulate among the military dwarves. Spoiler: What kind of name is 'Gloryskunk' anyway? (click to show/hide)

```
Tosid
         Athelcudist
                          Mace
                                 Lord
                                       has
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        Anilrungak upon
                                hazel
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  Press
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要素
              廽
```

20th Slate 205

Troubling news. The mayor came up to me and reported that the dwarves have found Kib the shearers corpse.



There had been no indications of any fights or confrontations recently, and no one reported anything unusual. Is there some unseen malign influence at work here? Perhaps this is the foul work of that 'Magdark' that the elders spoke of.

28th Slate 205

Since we have some extra hands about, and there is too much trash lying about in the moat, i order it all temporarily dumped somewhere more convenient for access.

2nd Felsite 205

Lately, I've been busy reconstructing the bridge that I ordered cannibalized for its wood. Bloody dogs keep getting in the damn way. I renamed the place 'Idar Gulnas'.

Spoiler: stupid dogs (click to show/hide)

DWATH JOHNSON

Zuglarkun IV Kebukunul Me

Zuglarkun IV Lancedmirror

Construct Building
Armor User

Nabbice Siege Operator (Rusty
Dabbing Doser)
Dabbing Frower
Dabbing Grower
Expert Mechanic
Dabbling Diagnostician

c: Combat b: Labor m: Misc

We have some spare wood now, which I've allocated towards constructing some buckets and ash (for soap production). Building up a surplus will be key I feel.

Spoiler: soap (click to show/hide)



I fear that we will need to be self sufficient before long, I order more pigtails planted. Cloth is running low. Drinks are in a better state than it was in the beginning of the year but it can still be improved. We are still short on magma safe rock though. The only types naturally occurring in these parts is obsidian. I will have to place orders with the caravan. Also, the farm plots are way too large for our farmers to manage. I suppose I will be cutting back on some of these before long, but I will let them run for a season or two just to see how its being handled.

5th Felsite 205

Looks like the bridge will be done soon. Good, I will need to make some adjustments to the northeast bridge access in order to fit the redesigned moat.

11th Felsite 205

Miners are busy at work clearing out a cistern from which we can extract magma safely, and some obsidian to boot! Spoiler (click to show/hide)



25th Felsite 205

Was notified of unburied dwarf corpses left in the cavern. With all the undead shambling about the caverns, we will not be able to retrieve without great risk. I am most impressed with the makeshift device that Flame II had devised to deal with walking corpses. Most ingenious. But what if corpses fly or do not dodge? What if corpses can leap across 1 tile gaps? I decide to wait till later to put it to the test.

Summer has arrived on the calendar.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: TheFlame52 on November 10, 2015, 03:08:55 pm

Don't let that grizzly bear go into battle. I have a plan.

So what we do is buy every large creature we can from the elves. Once we get a breeding pair, let's just say of grizzlies, we let them breed until we have a bunch. Then we pasture many (but not all) of them on the depot pillar where the war dogs are. When we are attacked, charges and dodging will knock both grizzlies and enemies off the bridges into the ditch, which will be filled with magma. The rest of the military will be stationed away from the bridges.

NOTE: DO NOT LET THE MILITARY FIGHT ON THE BRIDGES ONCE WE FILL THE DYKE WITH MAGMA.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on November 10, 2015, 05:15:27 pm

That sounds like an amazingly pointless waste of bearish life considering that our militia is already capable of curb stomping pretty much any invaders that come our way. ... not that I care about whether peasants live or die, or anything. The smell of burning flesh would just annoy me in my tower of decadence.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on November 10, 2015, 05:59:56 pm

Quote from: Deus Asmoth on November 10, 2015, 05:15:27 pm

That sounds like an amazingly pointless waste of bearish life considering that our militia is already capable of curb stomping pretty much any invaders that come our way. ... not that I care about whether peasants live or die, or anything. The smell of burning flesh would just annoy me in my tower of decadence.

That

There's like no point in mass-breeding bears and pitting them into lava later on. Except for some act of revenge against bears I s'ppose.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: De on November 10, 2015, 08:14:13 pm

My bear will be fine. Civilian alerts affect war animals remember? When things get real bad he'll just flee inside and watch over the civilians while I go about the aforementioned curb stomping. The kids will love him. He's super cuddly and gives bear hugs.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: PyroTechno on November 10, 2015, 08:17:15 pm

Quote from: De on November 10, 2015, 08:14:13 pm

My bear will be fine. Civilian alerts affect war animals remember? When things get real bad he'll just flee inside and watch over the civilians while I go about the aforementioned curb stomping. The kids will love him. He's super cuddly and gives bear hugs.

The war bear grapples the Dwarven Child in the head and the injured part is crushed! An artery has been opened by the attack!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on November 10, 2015, 09:32:34 pm

I see my fiendish decision to play a cactus disguised as a dwarf disguised as a cactus is going according to plan.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on November 10, 2015, 10:15:36 pm

Quote from: Urist McKiwi on November 10, 2015, 09:32:34 pm

I see my fiendish decision to play a cactus disguised as a dwarf disguised as a cactus is going according to plan.

You do realize your spouse is our military commander and that several of your children (plus a newborn from last year) are already living in the fortress right?

The cacti are taking over!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on November 11, 2015, 05:54:37 am

Quote from: Zuglarkun on November 10, 2015, 10:15:36 pm

Quote from: Urist McKiwi on November 10, 2015, 09:32:34 pm

I see my fiendish decision to play a cactus disguised as a dwarf disguised as a cactus is going according to plan.

You do realize your spouse is our military commander and that several of your children (plus a newborn from last year) are already living in the fortress right?

The cacti are taking over!

Well the local desert was rather scarce on cacti. The potatoes had wiped them out many years previously.

.....actually, I think I had a potato farm built during my turn. How's the surface farming going in general?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on November 11, 2015, 07:26:51 am

Or hey, why don't we breed a personal war bear for every citizen in the fort? Bears have been quite close to us in the past, you know. We should worship them and do our best to acquire as many of them as possible.

I wouldn't mind if some dogs fell into the ditch. Especially if they can take a foe with them. There's a bit too many of them. But I'd keep a dog-barrier there just for the fun of it.

And woah, I'm a bit surprised how swift we've been progressing lately. I've been stalking around here now and then, but haven't had much time to post anything. We just recently moved to a new apartment, so I've been assigned to quite a lot of hauling and cleaning jobs. Plus school and gigs. But everything is gradually getting back to normal and I'm not surrounded by cardboard boxes anymore, so I'll be able to spend more time here again.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 11, 2015, 08:10:05 am

Quote from: Urist McKiwi on November 11, 2015, 05:54:37 am

.....actually, I think I had **SEVERAL** potato farms built during my turn. How's the surface farming going in general?

FTFY,

I ran out of seeds for some crop species, but not to worry we still have plants to brew to replenish those seed stocks. I'm gonna cut back on the farms, leaving most of them fallow. Though I'll leave some plots on for pig tails as we need cloth. There are too many big plots and too few farmers to tend to them with (6 large ass plots and 4 tiny plots underground and 4 more huge ones above ground, you'll think this was Breadbowl). Also, we ran out of pots and barrels. Drinks are around 600-700 with no more pots or barrels to store more. So no point accumulating more plant stocks as we have plenty.

I'll look into digging a clay collection point, so we can actually make clay hovels and clay pots and stuff. I'll probably use all the wood for ash instead of beds just so we can have some drink surplus.

Quote from: Vuohijumala on November 11, 2015, 07:26:51 am

I wouldn't mind if some dogs fell into the ditch. Especially if they can take a foe with them. There's a bit too many of them. But I'd keep a dog-barrier there just for the fun of it.

I'm dismayed with the damn dog explosion though. In fact I think I will butcher all but one female. That dog island is just a ticking time bomb waiting to happen (also see: necromancer fodder).

unpauses game

a vile force of darkness has arrived!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: De on November 11, 2015, 11:10:21 am

Quote from: Zuglarkun on November 11, 2015, 08:10:05 am

unpauses game

a vile force of darkness has arrived!

Your dog problem is about to solve itself.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on November 11, 2015, 11:12:44 am

Quote from: Zuglarkun on November 11, 2015, 08:10:05 am

I'm dismayed with the damn dog explosion though. In fact I think I will butcher all but one female. That dog island is just a ticking time bomb waiting to happen (also see: necromancer fodder).

unpauses game

a vile force of darkness has arrived!

Ah yes, the necromancers. I forgot about them already: D But it wouldn't be that bad having an undead horde of dogs on our frontyard, would it?

It could have some... "tactical" uses. Especially on certain green-skinned folk.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on November 11, 2015, 12:41:20 pm

Quote from: Vuohijumala on November 11, 2015, 11:12:44 am

Quote from: Zuglarkun on November 11, 2015, 08:10:05 am

I'm dismayed with the damn dog explosion though. In fact I think I will butcher all but one female. That dog island is just a ticking time bomb waiting to happen (also see: necromancer fodder).

unpauses game

a vile force of darkness has arrived!

Ah yes, the necromancers. I forgot about them already :D But it wouldn't be that bad having an undead horde of dogs on our frontyard, would it?

I'm not sure we have the same definition of "solved".

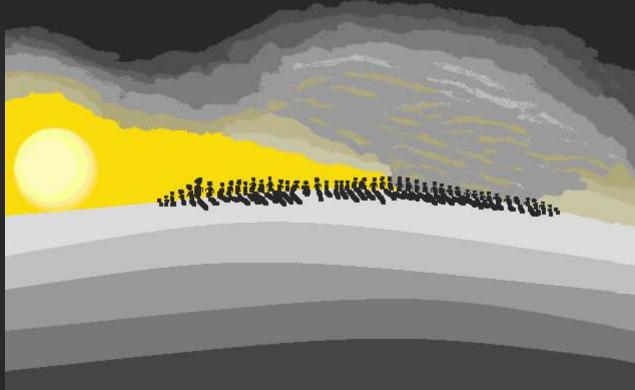
Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 12, 2015, 09:37:32 am

----The Battle of Idar Gulnas----

2nd Hematite 205

I have been observing the weather pattern these past few weeks, and just as I had anticipated, some rain was due to come. Towering storm clouds had begun rolling in from the east. Maybe some cooling rain would be welcome here in this sweltering heat. As I gazed out eastwards at the rising of the sun, I noticed a gathering of silhouettes slowly coming into view, above the sand dunes just beyond the

Spoiler: shadows from the east (click to show/hide)



I squinted my eyes, trying to make out any details, when a flag bearing an image of finger lime trees came into view.

"Finger lime trees? Now where have I seen that before?" I thought to myself.

Suddenly, the blaring of horns rent the air, and a cacophony of snarls and heckles rose to meet it. This was followed by a rumbling of drums that came to a stop as the figures halted and came into view.



Goblins swarmed in from the plateau directly east of our main entrance. As they closed in on our position, I was able to have a better look at their ranks.

Spoiler: a fine example of goblin incompetence (click to show/hide)



By the looks of things, most of these invaders are newly recruited into the fighting ranks, they march in a disorderly fashion and lack even proper armaments. Nonetheless, we shall face them head on. I order the military to be mustered at the main gate.

As they approached, a war chant rang out among the goblin ranks.

"Bunok zusmusm anot! Tokxe odgas osku! Ngosla udung mak! Ustol oda udu guspû! Åd ösna ed ngomstu ozlu! Umuz! Umuz!", they bayed and shrieked as they charged forward.

The goblins fire several errant shots as they approach, and the war dogs charge forth to intercept them.



"Hold!" I exclaimed as I looked at our motley group. Several of the military look like they are spoiling for a fight.

"Patience! An opening will soon reveal itself. For now we wait!"

The war dogs engage, but hardly make even a dent in their numbers as the goblins continue to pour in. From my vantage point, I count about 50 heads, and more are appearing over the sand dunes. Several trolls and goblins break away from the main group, overcome by the terror of the war hounds.

Spoiler: cowards (click to show/hide)



"Strategist! The dogs are getting slaughtered out there! Shouldn't we reinforce them?" Spoiler: Nope (click to show/hide)



"We need to buy time for us to muster our full forces." I retorted. But inwardly, I wanted to say that that was the whole point, to get the damn dogs slaughtered.

I notice that several dogs and goblins have fallen off the ledge and are fighting out in the empty moat beneath. Spoiler: under the bridge (click to show/hide)



I make a mental note not to engage foes on the bridge when the magma moat is filled. I send a small detachment of 3 dwarves, the light dikes and the cobalt charms to deal with them from the northeast pass. The war bear of De tags along far behind. Several of the farmers take a peek at all the commotion as they go about their business.

Spoiler: they can see them from that far out? (click to show/hide)

Muchipanta Melibilledos Vuoni parta nomesamazed Farmer

The battle rages I am not scared!

3rd Hematite 205

The rain had begun to drizzle down from the skies, when I spot an opening in their ranks. The goblin vanguard had pushed themselves too far forward, and now a gap appears between them and the main force that is still hanging behind on the plateau.

"There's the opening! Now everyone charge!" I hollered. The dwarves rush forward, eager to engage.

Edem the Macelord, Besmar the Swordmaster and Solon our Military Commander comprise the vanguard, crashing into the goblin ranks on Idar Gulnas. Edem enters a martial trance as they break into the goblin ranks.



Using the war dogs to wear down the vanguard was a good idea, they are exhausted from having to fight off the dogs and are in no condition to face off against fresh troops with good gear to boot. They are swept away in an instant. Two birds with one stone!

Atir the warbear, being a great climber and all, manages to find a slope to climb down and engages one of the goblins down in the moat. Spoiler: Beary good (click to show/hide)



Looks like the marksdwarves do not have any ammunition, they charge headlong into battle before I could stop them. Obok Kolkir, one of the marksdwarves dodges a flurry of blows and falls down into the empty moat where a crowd of goblins await. He is quickly overwhelmed and beaten unconscious.

Spoiler: Goblin mosh pit (click to show/hide)

```
Kolkir Marksdwarf
Wheeledmerged M
upper arm
upper arm
lower arm
```

Sibrek quickly jumps over the ledge and tries to fight them off. Obok quickly succumbs to asphyxiation, choked to death by a goblin wrestler.

Spoiler: Obok expires (click to show/hide)

```
→Obok Kolkir Marksdwarf has been found dead
```

Meanwhile, Sibrek finds himself in trouble but holds his own against several foes.

Spoiler: can't touch this (click to show/hide)

```
Sibrek Roomrams
                                                                            lower
hand
hand
upper
upper
                                   80
100
                                     100
```

martial trance, lashing out at several nearby foes. Spoiler: Why is everyone falling off the ledge now (click to show/hide) Sarrak Stinth dno Sol Stunned upper arm pper arm lower arm ower arm 26 m: Misc Combat **b**: Labor

Meanwhile, the main force has managed to put away the trolls that have gathered on the bridge. Solon enters a martial trance as more trolls appear to take their place.

Spoiler: come get some (click to show/hide)



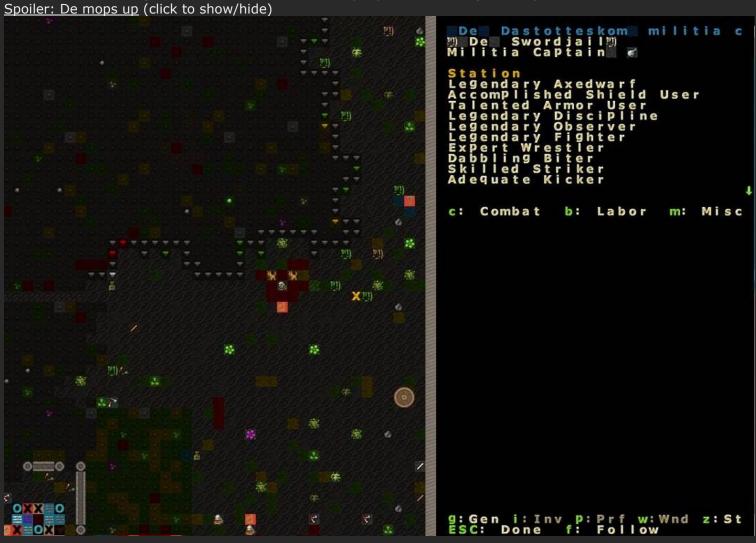
Stukos and Tosid are knocked off the bridge, and quickly join their companions down below. They make short work of the remaining goblins and trolls that lurk below. Looks like the situation is under control there. The goblins are quickly being routed topside on the east end. I bark out orders over the din to De and the others at the northeast end to take and hold the northeast side to prevent any goblins from escaping in that direction. Likot and Bomrek enter a martial trance as the military push forward in our rout of the remaining invading forces.

Spoiler: you want some more of this? (click to show/hide)



4th Hematite 205

De finally comes up from the north east pass and chases the remaining cowardly troll right back on the plateau, slaying him. De mops up, killing the remaining goblin that had been detained by a pair of surviving war dogs.



I quickly left the spot I was surveying the battle from to retrieve the corpse of Obok, who was the only dwarf to have fallen in battle. I felt responsible as I had stupidly sent in the marksdwarves without ammo. I blame myself for being not much of a decision maker.

Spoiler: Oops (click to show/hide)

Zuglarkun IV Kabukanul Zuglarkun IV Lancedmirror

III m not much of a decision maker

As I strode onto the battlefield, I counted the casualties. Spoiler: it is a massacre (click to show/hide)



The broken bodies of 21 trolls and 45 goblins lay dead on the sand dunes of the Desert of Dreams, where dreams and aspirations go to perish.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on November 12, 2015, 03:27:14 pm

THAT'S THE REASON I SPENT HALF MY TURN BUILDING FORTIFICATIONS! SO THAT WE COULD PUT MARKSDWARVES BEHIND THEM AND THEY WOULD SHOOT AT THE ENEMY AND NOT CHARGE OUT AND DIE! FUCK!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 12, 2015, 05:17:27 pm

Quote from: TheFlame52 on November 12, 2015, 03:27:14 pm

THAT'S THE REASON I SPENT HALF MY TURN BUILDING FORTIFICATIONS! SO THAT WE COULD PUT MARKSDWARVES BEHIND THEM AND THEY WOULD SHOOT AT THE ENEMY AND NOT CHARGE OUT AND DIE! FUCK!

Dude, we lost one dwarf. That's pretty danged good for a fight of this size (Recruits are laughable until one gets a lucky hit in or kicks up a droped weapon and then gets a lucky hit in). Plus our marksdwarves aren't much use without bolts if they're at range.

Also we needed the dogs gotten rid of. I'll admit, I should have handled that when I was doing the kitten and cat cull (Note: If you're gelding everything, do the cats as well).....would have saved us a lot of time now.

A nice battle, all things considered. Now, if you don't know about it already there is a way to recover peeps from down there: lower the western half-bridge on the northern entrance, and people can use the ramps on the midway point to make their way back up to the fort.

(And I only realised I needed to have it halfway through the construction, rather than right at the end!)

Question: Is there a way we could set up a proper set of dodge-me traps that really exploit the dike? Even when it's not filled it does seem to be rather useful for us. If we're really desperate I suppose we could dump lava on the trade depot.....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on November 12, 2015, 05:22:37 pm

Ehh.. So, instead of a proper invasion force, the goblins decided to send their national wrestling team upon us. What an epic slaughter. And as always, Vuohiparta was fearless and valiant (..planting seeds) when the enemy was at our gates!

So, what's going to happen to all of those corpses? I was thinking of suggesting another moat built and then filled with rotting dogs, but I fear no one would really approve it.. :D

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: De on November 12, 2015, 06:22:02 pm

Told you guys my bear was awesome. Daddy is so proud.

I like the way you're incorporating the dwarf thoughts into the posts, Zuglarkun.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on November 12, 2015, 07:49:14 pm

Hmm. No mention of my dorf this time. I assume I was present, since you apparently waited for the military to gather for quite a while. Did I get any kills, or just flail around pointlessly?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on November 12, 2015, 08:43:48 pm

Quote from: Haerdalas on November 12, 2015, 07:49:14 pm

Hmm. No mention of my dorf this time. I assume I was present, since you apparently waited for the military to gather for quite a while. Did I get any kills, or just flail around pointlessly?

7 kills I think, 30 Overall. Leading the rest by quite a fair margin.

Quote from: De on November 12, 2015, 06:22:02 pm

I like the way you're incorporating the dwarf thoughts into the posts, Zuglarkun.

It's there, so might as well use it if you can spin some tale around it

Quote from: Vuohijumala on November 12, 2015, 05:22:37 pm

So, what's going to happen to all of those corpses?

Corpses will be collected and dumped in the refuse point near the forges. Hopefully before the caravan arrives and gets spooked by one of them. Also dog roasts. In the future, I suppose we can just dispose of them in the magma moat, though we have to be careful with magma mist splashback with the heavier corpses.

Quote from: Urist McKiwi on November 12, 2015, 05:17:27 pm

Now, if you don't know about it already there is a way to recover peeps from down there: lower the western half-bridge on the northern entrance, and people can use the ramps on the midway point to make their way back up to the fort. ^__

Question: Is there a way we could set up a proper set of dodge-me traps that really exploit the dike? Even when it's not filled it does seem to be rather useful for us. If we're really desperate I suppose we could dump lava on the trade depot.....

Yup, already accounted for. I did some construction work down in the dikes so I was aware.

You mean like TheFlame52's version? I suppose there's a way, but there's not a lot of space left to do so, besides it will look terrible. TheFlame52's version works perfectly fine, but it could be better spaced (2 tiles gap between floors instead of one, to deal with anything that gets excited at the sight of a dwarf and decides to jump the gaps. Yeah jumping is a thing. I have a similar design in my previous forts and I found that out the hard way.) Still, as long as no dwarves go on the winding floors while enemies are pathing by, it should work like a charm.

I'm thinking we need a courtyard or something, some place where we can gather all the invaders and slaughter them at our leisure without worrying about dwarfs dodging into magma. Then we can wash the courtyard with magma after every battle to clean up. Or we can plink away with crossbow dwarves only, topside. But there's another minor problem with that... (addressed below)

Quote from: TheFlame52 on November 12, 2015, 03:27:14 pm

THAT'S THE REASON I SPENT HALF MY TURN BUILDING FORTIFICATIONS! SO THAT WE COULD PUT MARKSDWARVES BEHIND THEM AND THEY WOULD SHOOT AT THE ENEMY AND NOT CHARGE OUT AND DIE! FUCK!

You see, most of the crossbow dwarves are not skilled enough to shoot from behind the fortifications yet. The dike is pretty wide at 4-5 tiles. So ammo won't have made a difference at this point in time. Its even wider around the trade depot side. Granted, it was dumb of me to send them into battle in the first place, but I kind of overlooked that considering there were so many other tasks to juggle.

Another thing about the fortifications is that somehow the dwarfs are able to see the battle taking place quite a distance away. Vouhiparta was moving towards one of the above ground farms on the right side when he saw the battle taking place on the plateau. It makes them vengeful and gives bad thoughts. Not sure if it will be a problem further down the road, but I'm thinking it would be better to move the fortifications up one level to avoid the problem entirely while still being able to rain dakka on invaders.

BTW, the goblin speech does translate to something (as does Idar Gulnas which just means 'Dog Island' in dwarf speech). Keep it to yourself if you make the effort to do so though, consider it foreshadowing.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on November 14, 2015, 07:03:37 am

My solution to the magma mist issue, in Moltenchannels I think was to run all the bodies up a minecart track and dump them in the lava from there, so there was no risk of being hit by magma mist.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 14, 2015, 10:34:34 am

-----Chronicles of Tumult and Construction-----

4th Hematite 205

I don't really feel anything other than a grim sense of satisfaction at a scheme well pulled off. There are very few dogs left, but there are still many puppies around that need to be gelded. Curse these wretched curs!

As I made my way back to the fortress towing Obok's corpse, I heard a commotion coming from the depths of the main building. Spoiler: a fist fight! (click to show/hide)

Ilirunib n g n g Combat b: Labor m: 0000 he Shearer misses The Shearer Punches ruising the muscle to Righthvuthilm Ghe Shearer attacks he Gem Cutter stand the Shearer Punches ruising the fat the Shearer Stand

The Gem Cut The Gem Cu through th Gem Cutter: The Gem Cu

Gem

Cutter

tands up hes The through

Atir gets smacked around somewhat but receives only bruises. After regaining her composure, she becomes very pissed off and stomps off to see Asmoth and report the troublemaker.

right foot with her r leather shoe—! cked Imm not Panicl e scrambles away!

foot with her left hand shoe≡!

<u>Spoller: panic!</u> (click to s Ator Righthouthil Ator Craft flights Gem Cutter 🖑 I was attacked 📉 I m really starting to Panic 📖 panics after being attacked Within the last season she Ator Righthvuthil Gem Cutte Report Crime

But that was only the beginning of our troubles. Litast grabs hold of a gander and waves it around. Then she punches Urist the brewer in the hand, and picks on a poor stray alpaca, smacking it around the head.

the hand, and picks on a personner; shock (click to show/hide)

Urist Idtost Urist Rockvise Brewer I was attacked Ah uh III Over the long term Urist Idtost has been under a great deal of stress is shocked after being attacked Within the last season she didn't

5th Hematite 205

Litast is starting another fistfight! Spoiler: I regret nothing! (click to show/hide)

```
The Shearer misses The Gem Cutter!
The Shearer punches The Gem Cutter in the right foot with her left hand bruising the muscle through the wild boar leather shoe=!
The Shearer attacks The Gem Cutter but She scrambles away!
The Shearer punches The Gem Cutter but She scrambles away!
The Shearer punches The Gem Cutter but She scrambles away!
The Shearer punches The Gem Cutter in the left fooc with her left hand bruising the muscle through the stray Gander by the upper body with her right upper atm!
The Shearer stands up
The Shearer kicks The Stray Gander by the upper body with her right upper atm!
An artery has been opened by the attack!
The Shearer punches The Stray Alpaca in the head with her right hand bruising the muscle by the attack!
The Shearer punches The Stray Alpaca in the head with her left hand bruising the muscle bruising the skull!
The Shearer stands up
The Shearer stands up
The Shearer stands up
The Shearer punches The Brewer in the right hand with her left hand bruising the skin through the X(wild boar leather right mitten)X!
The Shearer stands up
The Shearer stands up
The Shearer stands up
The Shearer stands up
The Shearer punches The Brewer in the right hand with her left upper atm!
Litests Ilirunib Shearer: I toppled something over I have no strain the skin through the X(wild boar leather right mitten)X!
The Shearer punches The Stray Alpaca in the head with her right hand bruising the muscle!
The Shearer punches The Stray Alpaca in the head with her right hand bruising the muscle!
The Shearer punches The stray Alpaca in the right hand with her right hand bruising the muscle and bruising the skin through the X(wild boar leather right mitten)X!
The Shearer stands up
The Shearer punches The chief medical dwarf in the left foot with her right hand bruising the muscle and bruising the stomach through the X(pig tail fiber shoet).
The Shearer stands up
The Shearer misses The c
```

Risen the Chief Medical Dwarf is the target this time. Atir who only got attacked just yesterday, decides to be a good Samaritan and help Risen to the hospital. Risen is pretty furious though. She wants to report Litast for trying to sabotage the fortress.

Spoiler: Furious (click to show/hide)

```
Risen Zanegianlar Risen Relicbirds chief medical dwarf
I was attacked You will know my ferocity!

She feels ferocity after being attacked Within the last season s
```

```
Ator Righthyuthil Gem Cutte MAtor Craftflights Recover Wounded
```

```
R sen Zaneglanlar R sen Relicbirds chief medical dwarf

I was rescued I am so grateful!

She feels gratitude after being rescued Within the last season sh
```

There were many eye witnesses to that last fight, and they all go seeking Asmoth for justice. Looks like Asmoth is going to have her hands full. This is just horrible and totally unproductive, well at least you can say that they are responsible citizens that care about the safety of their homes.

Spoiler: I'll report you! (click to show/hide)

```
Egathzasit
Lertethiden
Nishmatul
Bekargoden
                                                       Tosid
Unib
Report
             Crime
                                                                                            Dwrvn Chld
             Crime
Crime
Crime
                                                                                         Hunter
Report
                                                        Unib
Deduk
Report
                                                                                           Brewer
Report
                                                        Logem
             Crime
Crime
Crime
                                                       Bomrek Monommatul
Iden Thalalmosus
Urist Idtost Bre
Report
Report
Report
```

Even as they make their way to Asmoth's quarters, Litast manages to find another victim. She throws a pig tail fiber glove at Collin and tries to smack him around, but Collin manages to flee. She tries to give chase, but the child is fast and runs away screaming for help. Spoiler: I must withdraw! (click to show/hide)

```
Colline Emgashzuglar Dwarven Child cancels Attend Party: Interrupted by Shearer
```

```
The spinning x ({pig tail fiber right glove}) x strikes The Dwarven Child in the left upper arm bruising the muscle through the XX (pig tail fiber cloak) XX!

Collin Emgashzuglar Dwarven Child: I must withdraw!
Collin Emgashzuglar Dwarven Child: I must withdraw!
Collin Emgashzuglar Dwarven Child: This is a fight! I laugh in the face of death!

Collin Emgashzuglar Dwarven Child: Help! Save me!
```

```
Manufacture of the state of the
```

```
Collin Ridership
Overcome by terror!

Dabbling Armor User
Dabbling Discipline
Dabbling Observer
Dabbling Grower
Dabbling Fersuader
Dabbling Negotiator
Dabbling Judge of Intent
Dabbling Conversationalist

c: Combat b: Labor m: Misc
```

```
Collin Emgashzuglar Collin Ridership Dwarven Child

In the midst of conflict Ahhhhhhh! No!

He is terrified while in conflict Within the last season he di
```

Litast finally manages to calm down after that long chase and immediately starts regretting everything that has transpired. She feels guilty but I doubt that will ease her pain. Hopefully this will be the end of her episode, but I fear more is to come. What a wretched way to pass the days!

Spoiler: I regret everything! (click to show/hide)

```
The Shearer loses hold of the Microcline Block Wall
The Shearer stands up
Litast Ilirunib Shearer has calmed down
Litast Ilirunib Shearer: I must withdraw!
Litast Ilirunib Shearer: Has the tide turned? I laugh in the face of death!
Litast Ilirunib Shearer: Help! Save me!
Litast Ilirunib Shearer: Help! Save me!
Litast Ilirunib Shearer: Help! Save me!
```



```
In the midst of conflict Ahhhhhhh! No! 
Litast Ilirunib has become haggard and drawn due to the tremendous stresses 
Placed on her She is terrified while in conflict She feels regretful after 
throwing something She feels regretful after starting a fist fight Within
```

With all this malingering going on, I'm forced to take the military off training to assist with the corpse hauling. We cannot have the corpses disrupt trading this season.

Meanwhile, the mayor has her hands full trying to cope with all the complaints coming in.

```
Spoiler: Help! I'm being repressed! (click to show/hide)

Zefon Lekgusil Zefon Bristlecopper Blacksmith

Zefon Bristlecopper Blacksmith

Zefon Lekgusil Zefon Bristlecopper Blacksmith

Zefon Lekgusil Zefon Bristlecopper Blacksmith
```

Once she is done with Logem, she takes a break in her office, munching on some biscuits only for Litast to barge in and start crying all over her while she tries to relax. I'm afraid she will not get any chance for some peace and quiet for quite awhile yet.

```
Spoiler: I think we've seen enough of that (click to show/hide)

| Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention | Intention |
```

Gwolfsky comes up to me and requests to be elevated to the nobility, he looks earnest so I quickly went to check the records. Sadly I had to inform him that we have not reached the proper requisites to even be considered a barony. Taupe manages to catch wind of all this and stomps in admonishing Gwolfsky harshly, all the while glancing over at the direction of the Captain of the Guard's tower and remarking aloud,

"We have enough scheming dwarves as it is, we certainly don't need another."

Pyrotechno passes by all the commotion, hauling some copper bars to be made into shields and mail shirts and shakes his head in disapproval.

```
Spoiler: He said... (click to show/hide)

Pyrotechno Azmololin Pyrotechno Obscuretongs Blacksmith

There s no value in all of this scheming I see these days
```

Well after all that commotion, at least we were able to get some work done, relocating all the damn corpses further underground and out of sight.

Spoiler: Work complete! (click to show/hide)



16th Hematite 205

A human caravan from Usmenbehal has arrived. We spotted them coming in from the southwest corner. Spoiler: Humans! (click to show/hide)

♦A human caravan from Usmenbehal

Conditions look to be rather safe for trading, only the dog corpses are left on the bridge and plateau. I order all the various spoils of war lying about to be hauled to the trade depot for trading. The caravan slowly meanders its way across the southeast edge. I hope they are not spooked by the dog corpses, we sorely need their goods and services.

Spoiler: slow and steady (click to show/hide)



17th Hematite 205

Edzul Ellestolin has been re-elected as mayor. Meanwhile, Litast has been moping all over the damn place. I have absolutely no faith she will make any sort of recovery whatsoever but I'll withhold convicting her for the 6 counts of disorderly conduct and 1 count of vandalism out of pity.

Spoiler: Litast the Cloudcuckoolander (click to show/hide)

```
Shearer is stumbling around obliviously
       Ilirunib
Litast Ilirunib Shearer has slipped into depression
```

23rd Hematite 205

Adil Lokumistbar has grown to become a peasant.

Spoiler: Congratulations! (click to show/hide)

◆Adil Lokumistbar has grown to become a Peasant

He seems competent enough to hold a spot in the military, but since we need farmers badly, I'll let him pick up some skill as a farmer, before drafting the little runt.

2nd Malachite 205

We traded for some clay, wood, glass, sand, cloth, leather, food and iron supplies to melt down. I traded away the wooden crossbows and shields cause eugh, those materials remind me of elves.

5th Malachite 205

The natural fauna of the Desert of Dreams can be beautiful and rather deadly at the same time. A Giant Gila Monster was lounging about on the eastern plateau, and was disrupting hauling by scaring away the haulers. But Shorast and Haerdalas II came to the rescue.

Meanwhile, a herd of Ibex saunter about nonchalantly in the chalky wastelands to the northeast. They are majestic creatures, but unless they want to be made into biscuits I'll prefer if they stayed away from the dikes.

10th Malachite 205

Urdim Udisturdim has risen and is haunting the fortress! This is most unpleasant. There is no record of his remains being found. I wonder how he died?

Spoiler: wooooo spooky! (click to show/hide)

Urdim Udisturdim Ghostly Mason has risen and is haunting the fortress!

A short sturdy creature fond of drink and industry

A forlorn haunt seeking out known locations or drifting around the place of death. This spirit has not been properly memorialized or buried.

14th Malachite 205

The ghost of Urdim has been put to rest. Turns out he died from traps. Huh. These shoddy trap makers don't know how to set the triggers properly, I'll have to screen the defenses for faulty engineering.

Spoiler: RIP Urdim (click to show/hide)

→ Urdim Udisturdim Ghostly Mason has been Put to rest

Thyolite memorial to Urdim Udisturdim

This is a superior quality rhyolite memorial to Urdim Udisturdim

The slab reads In memory of Urdim Udisturdim Born 143 Z Killed by a train the year 204 Z Friend of aye—ayes

16th Malachite 205

We have attracted a grand total of 0 migrants this season. Not surprising given the state of affairs here, though I seriously doubt it could be any better out there. I heard rumors that we are currently at war with not one but two goblin civilizations. With the trading wrapped up, the human merchants departed on their way. I bid them bring more supplies next year and we'll have a healthy profit waiting for them.

19th Malachite 205

Not much to report, there is much work to be done. Though I heard Edem has grown attached to his \sistailver mace\sistails. Spoiler (click to show/hide)

→Edem Endokurrath Relon gesh Sesh Soap Maker has grown attached to a silver mace!

21st Malachite 205

Spoiler: The Desert Titan has come! (click to show/hide) Announcem 6 Press to close window tatus 薕 * Space: Resume Shi Melaalino Amu Dese Ama y i tan tures ea

A rumbling noise is heard over the wastes as an enormous one-eyed rhinoceros beetle comes into view over the north eastern wastelands. It begins harassing the herd of Ibex in the northeast. Seeing as its distracted, I take the opportunity to muster the military. Spoiler: Poor Ibex (click to show/hide)



After mauling the ibex, it begins chasing ostriches, so I sent the military out in a spread formation to attempt to surround the beast. Spoiler: March on! (click to show/hide)



```
The Desert Titan kicks The Ibex in the head with its left second foot and the libx has been knocked unconecious!
The Ibex is propelled away by the force of the blow!
The Desert Titan gores The Ibex in the left front leg fracturing the bone!
A tendon has been torn!
A tendon has been torn!
The Desert Titan gores The Ibex in the head tearing the muscle and fracturing the skul!!
A tendon has been torn!
The Desert Titan gores The Ibex in the head with its left third foot and the injured part explodes into gore!
Attendon in propeled away by the force of the blow!
The Desert Titan kicks The Ibex in the head with its left third foot and the injured part explodes into gore!
An artery has been opened by the attack!
The Desert Titan kicks The Ibex in the left front hoof with its left second foot and the severed part sails off in an arc!
The Desert Titan kicks The Ibex in the head with its right second foot and the severed part sails off in an arc!
The Desert Titan kicks The Ostrich Hen in the right foot with its left second foot and the injured part explodes into gore!
An artery has been opened by the attack!
The Desert Titan kicks The Ostrich Hen in the head with its right first second foot and the injured part explodes into gore!
An artery has been opened by the attack!
The Desert Titan kicks The Ostrich Hen in the head with its right first foot and the injured part explodes into gore!
An artery has been opened by the attack!
The Desert Titan kicks The Ostrich Hen in the head with its right first foot and the injured part explodes into gore!
An artery has been opened by the attack!
The Desert Titan kicks The Ostrich Hen in the right first foot with his (bronze battle axe) fracturing the chitin!
A ligament has been torn and a tendon has been torn!
The militia captain hacks The Desert Titan in the right first foot with the power of the plant o
```

The militia captain stabs The Desert Titan in the left first leg with her =copper spear tearing the muscle!

A ligament has been torn and a tendon has been torn!

The Desert Titan falls over the Desert Titan misses The militia captain! The militia captain strikes The Desert Titan in the abdomen with his *copper shield * tearing the fat and bruising the muscle and bruising the guts!
The Swordmaster bites The Desert Titan in the thorax chipping the chitin and bruising the muscle!
The Swordmaster latches on firmly!
The Desert Titan breaks the grip of The Swordmaster supper front teeth on The Desert Titan s thorax
The Hammer Lord bashes The Desert Titan in the thorax with his silver war hammers tearing the fat and bruising the muscle!
The Desert Titan misses The militia captain! The Desert Titan misses The militia captain!
The militia captain strikes The Desert Titan
the Pommel of his (bronze battle axe) teari
muscle!
The Swordmaster slashes The Desert Titan in
steel short sword fracturing the chitin!
A tendon has been torn!
The Mace Lord kicks The Desert Titan in the
tearing the fat and bruising the muscle and Titan in the left first foot tearing the fat and bruising the left first leg with her head with her left bruising the brain!

I wonder how everyone feels about beetle roasts?



11th Galena 205

In some freak accident, Mudmen have somehow destroyed the locked door leading to Flame II's contraption. How could they have managed to break the door down? I lock the remaining door before the commotion draws any more unwanted attention from the undead denizens of the depths.

Spoiler: But how? (click to show/hide)

The *large serrated green glass disc* strikes The Mud Man in the left arm and the severed part sails off in an arc!
The *large serrated green glass disc* strikes The Mud Man in the upper body and the injured part is cloven asunder!



16th Galena 205

I've been busy as of late, personally overseeing the construction of the magma pumpstack. Things are going according to schedule, I might have magma pumping into our dikes before the end of the year. Spoiler: attention to detail (click to show/hide)



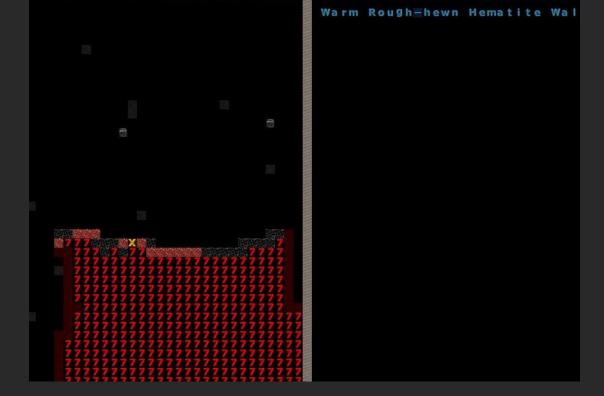
Most of the fortress is preoccupied with putting up the outer walls of the magma dike, having finished up most of the hauling duties.

But I have good news to break! Miners that have been delving in search of a spot for the magma drain have found another vein of adamantine!



We have also found hematite veins, but they are buried deep beneath the magma and it would be difficult to extricate them at the moment. Disappointing, but its better than nothing at all.

<u>Spoiler: hematite veins exposed in the magma sea</u> (click to show/hide)



As for the magma drain, it looks like the original design will have to be amended somewhat, but it is no big deal. The fortress has been busy this entire month trying to haul all the crap that has been left outside, and now that it is done we can focus on other important tasks.

<u>Spoiler: More construction</u> (click to show/hide)





25th Galena 205

The other walls of the magma dike are complete! I order all the dog, goblin and troll corpses that have been lying about to be dumped.

Autumn has arrived on the calendar.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on November 14, 2015, 03:21:59 pm

I just HAD to do this:

Spoiler: My artistic vision of Saló Melaalind Amayi Amu, the Desert Titan (click to show/hide)



Thank you Dwarf Fortress, for still not failing to amaze us.

Nice und

Nice update! I've never seen mud men before. Nor many other creatures roaming in our area. I've had many forts, but for some reason they've all been quite limited in creature variety so far. How reachable are those candy veins, btw?

And concerning magma mist, I usually try to drop things from high enough for the mist to reach anyone. Maybe we could build a dumping tower or something?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on November 14, 2015, 04:45:55 pm

My first criminal!



Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: De on November 14, 2015, 07:40:25 pm

Emanating kindness and giving.... I love the comic strip. There are a lot of creatures I saw in the Murderflood save that I'd never encountered before, like the blood men, those sound horrifying. It said something in their description about them only appearing close to

hell.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on November 14, 2015, 08:24:11 pm

Quote from: Vuohijumala on November 14, 2015, 03:21:59 pm

I just HAD to do this:

How reachable are those candy veins, btw?

Front paged. Nice work! Always nice to see fan art.

The candy veins are actually pretty close by. Just southwest of the magma pumpstack. The layer above the picture is actually embedded in rock, so we can reach it by digging.

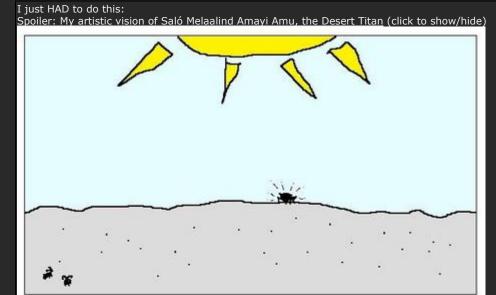
I've finally stopped procrastinating and updated the frontpage with the fort pictures from Deus Asmoth's turn and TheFlame52's turn. Its actually pretty impressive once you start visualizing it in 3D.

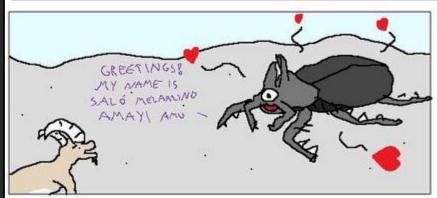
Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Blitzgamer on November 15, 2015, 01:11:38 am

Excellent turn so far. Is Blitz such a good cook that you aren't going to put him on crossbow making duty? Also, could you change his proffesion to "traveller"?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on November 15, 2015, 01:35:39 am

Quote from: Vuohijumala on November 14, 2015, 03:21:59 pm









Thank you Dwarf Fortress, for still not failing to amaze us.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 15, 2015, 04:20:09 am

My first thought was that the ghost might have been the chap who got thrown into a weapons trap (twice) by a werebear...but that was in 203, not 204. So I'm stumped by a trap death. Oh well. I'm happy about it all the same. Always good to have the old stonefall and weapons traps doing their jobs on something.

Looks like we're actually gonna have a proper magma dike on this fortress....that's beating Murderflood (take 1) and Moltenchannels (which only had a moat) already!

Now, one important thing to remind everyone...the rules are clear that the magma system must have a function to purge the fortress. This may be difficult given our heavy use of towers, but eh. A challenge means an interesting solution (or just ignoring that and flooding the sub-levels).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 15, 2015, 08:42:57 am

Quote from: Urist McKiwi on November 15, 2015, 04:20:09 am

Now, one important thing to remind everyone....the rules are clear that the magma system must have a function to purge the fortress. This may be difficult given our heavy use of towers, but eh. A challenge means an interesting solution (or just ignoring that and flooding the sub-levels).

Purge the fortress? As in completely submerge the above ground fort in magma?

THIS CHANGES EVERYTHING.

Meh, I just need to make some changes. Thankfully, I have not started on autumn, so I can still make adjustments to the infrastructure. Some of the things I am about to do would be very difficult to reverse(mainly involving the use of magma) once I get going, so I'm glad you brought this up. For instance, all levers, bridges and mechanical components would have to be made of obsidian or some other magma safe component. I'm considering taking it one step further and make beds and other furniture and such out of nether wood, but that is beyond my capability now. I'll also need to consider incorporating magma drains everywhere or at least leaving enough space to build one later on. I'll get started right away.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on November 15, 2015, 12:28:55 pm

If you set it up so that all the towers were supported by single wooden supports, then the magma would burn through them and cause the towers to lethally deconstruct (I think). So it wouldn't need all that much of a workaround aside from channelling out the area around the towers.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 15, 2015, 01:07:14 pm

Quote from: Deus Asmoth on November 15, 2015, 12:28:55 pm

If you set it up so that all the towers were supported by single wooden supports, then the magma would burn through them and cause the towers to lethally deconstruct (I think). So it wouldn't need all that much of a workaround aside from channelling out the area around the towers.

Yeah that will work, but let's not get ahead of ourselves here.

Look purging all the living or non-living occupants should the need arise sits fine with me. But why waste all that fine looking architecture? The purge mechanism should be reusable, so we can purge the fort at will. Besides, might as well just link the supports to a lever and pull it to collapse the entire fort upon itself, why even bother using magma then?

Also, I'm really hating whomever put the mayor in as the broker. Bugger keeps getting distracted by unhappy peeps to get any brokering done. I've nominated Nujux as the new broker.

I am rather concerned about the magma input though, I'm not sure a single pumpstack is enough to fill the dike without the magma all drying up. Is there a way to fill the dike stage by stage?

EDIT: Derped there. OF COURSE the solution would be to use more magma safe bridges.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on November 15, 2015, 03:10:04 pm

Yeah, turns out dwarves don't like dead zombies and goblins. Sorry I ditched all the stressed dwarves on you.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on November 15, 2015, 04:19:48 pm

Im pretty sure the part where we flood the fort with magma is supposed to be the last thing we do. Its a self destruct mechanism for when the fort is lost.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on November 15, 2015, 04:59:17 pm

There is something to be said for having a magma-flooding device that could selectively bathe certain parts of the fortress in magma without touching others. We could set up some series of levers to determine where the magma went, and thus if the fort defenses fell, we could bathe invaders in fire whilst at least SOME civilians could survive. This has the major advantage of being entirely dependant on good lableing of the levers, which could be very FUN.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on November 15, 2015, 05:05:48 pm

Quote from: Taupe on November 15, 2015, 01:35:39 am

What the actual fuck. How is this a thing that exists.

That's quite what I thought too: D Never seen anything like that before.

I would also be against destroying our architecture. I think flooding the whole surface area with magma and ensuring all things get burned would suffice. I think we are going to need a couple of grand silos of magma to ensure nothing escapes. Of course, everyone inside towers would survive. For the time being at least..

Maybe we could also build a smaller tower or two as defensive weapons, which would spew magma on future invaders? We're going to bathe in magma anyway, so why won't let others enjoy the stuff as well!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on November 15, 2015, 05:29:41 pm

If we're at the point where we're pulling the magma lever, we're beyond the point where re-embarkation is viable. Either magma engaged pressure plates, or direct lever linkages to the magma flooding lever to knock down the towers. I'm leaning towards the plates so they'll fall sequentially, making for an easier time on the frame rate.

Would require a rework of the connections so the towers are not held up by anything but the supports. Bridges as floors, and raised ones as walls should do the trick.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 15, 2015, 06:15:40 pm

Quote from: Zuglarkun on November 15, 2015, 01:07:14 pm

Quote from: Deus Asmoth on November 15, 2015, 12:28:55 pm

If you set it up so that all the towers were supported by single wooden supports, then the magma would burn through them and cause the towers to lethally deconstruct (I think). So it wouldn't need all that much of a workaround aside from channelling out the area around the towers.

Yeah that will work, but let's not get ahead of ourselves here.

Look purging all the living or non-living occupants should the need arise sits fine with me. But why waste all that fine looking architecture? The purge mechanism should be reusable, so we can purge the fort at will. Besides, might as well just link the supports to a lever and pull it to collapse the entire fort upon itself, why even bother using magma

Also, I'm really hating whomever put the mayor in as the broker. Bugger keeps getting distracted by unhappy peeps to get any brokering done. I've nominated Nujux as the new

I am rather concerned about the magma input though, I'm not sure a single pumpstack is enough to fill the dike without the magma all drying up. Is there a way to fill the dike

EDIT: Derped there. OF COURSE the solution would be to use more magma safe bridges.

The original Ardentdikes mechanism was re-usable (with heavy re-servicing) and merely flooded the underground. The Moltenchannels one was not re-usable, mostly because it crashed the game but also because it burned out all the axles and pumps, and flooded the central courtyard and the underground. Or it would have, if it hadn't crashed the game and killed the savefile.

So it doesn't need to be total....but we do need to have a device to flood the fort with magma at some stage, regardless of whether or not we end up using it.

(For those who didn't read Ardentdikes, the magma flood system was originally used as a deliberate tool to burn out syndromes. From memory it got used at least twice, possibly three times. In moltenchannels it was just a fun rule, but I used it to wipe out the final goblin siege and kill the fort for good at the end of the succession.)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 15, 2015, 09:11:34 pm

Quote from: Vuohijumala on November 15, 2015, 05:05:48 pm

Quote from: Taupe on November 15, 2015, 01:35:39 am

What the actual fuck. How is this a thing that exists.

That's quite what I thought too: D Never seen anything like that before.

It happens when a titan is spawned at a 'good' aligned biome during worldgen. By which I mean regions where you have unicorns and feather wood and stuff.

As for the magma pumpstack... I like to think of it as building a foundation that is built to last, so main thing is its sturdy and reusable, so we don't screw ourselves over if we decide to salvage the fort. Leaning more towards Ardentdikes in that sense, though a Moltenchannels 'fuck everything' is still in the cards. I think the suggestion that we can selectively bathe certain parts of the fort in magma holds some merit to it, and is very possible with the way I've set things up. Just have to link the magma input to the top of the appropriate towers, and the drainage at the base. Would need a way to seal off the towers though so that they can be filled and drained individually (Edit: actually, you don't have to link at the top for the input, just have to make sure the magmapump stack pumps up to the height of the tower). For now, I'll like to focus on actually getting to the point where we have magma available instead of thinking of awesome ideas to implement without any magma at all.

EDIT: I'm finished with autumn. Write up to follow soon.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: De on November 16, 2015, 02:38:59 am

I'm picturing a city of towers linked together by bridges over a sea of lava....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on November 16, 2015, 03:26:31 am

... with flaming windmills.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on November 16, 2015, 12:30:42 pm

Aaaaand melting kittens.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 16, 2015, 10:46:55 pm

-----Birth and Renewal in the Desert of Dreams-----

1st Limestone 205

Spoiler: Life goes on in the Desert of Dreams (click to show/hide)



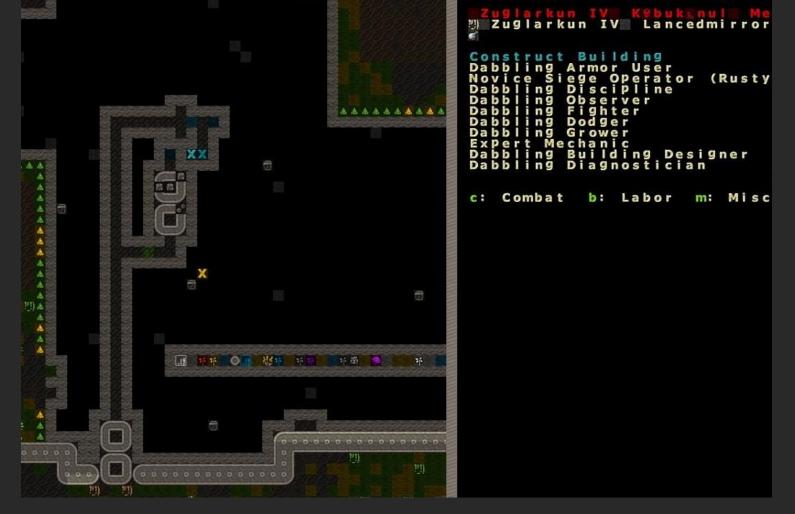


7th Limestone 205

There has been some delay in the planning, some adjustments were needed. I've discovered that some of the mechanical components were not magma safe, so they will need to be dismantled and rebuilt. Looks like I will have to forgo using granite for the levers. Thankfully things have not gone along too far, so the situation is reversible. <u>Spoiler: Mistakes were made</u> (click to show/hide)

(Rusty





I was tasked with finding clay by Taupe so we could make bricks and pots. But I've observed that the clay that is on the surface is not usable for such purposes. The only usable clay I have found lies down in the bottom of the lake, near the northern regions.

Spoiler: Prospecting the lake (click to show/hide)

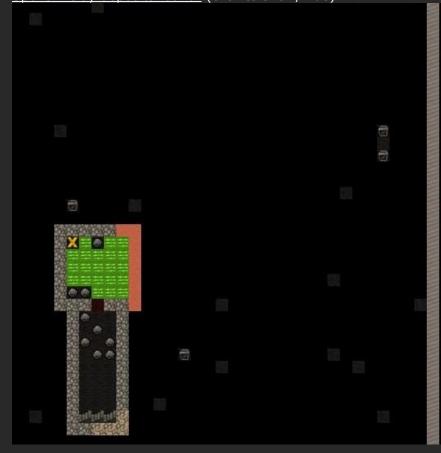


I'll discuss this further with the miners and determine a good location for digging.

Because of the location of the magma dike, the previous well that drew water from the lake will become unusable. I have taken this into account in my calculations and I will be making plans to dig out another cistern to draw out water from the caverns instead. I've had an ominous feeling about the lake for sometime now, and I'll rather we stay away from it entirely if possible.

11th Limestone 205

The miners have struck a clay deposit near the northern edge. As the prospecting pointed out, we had to dig down to find it. A clay collection point has been made to utilize this resource, and soon we'll have clay pots to accommodate our growing food stocks. Spoiler: Clay deposits found! (click to show/hide)



```
w: Water Source (0)
f: Fishing (0)
g: Gather Pick Fruit (25)
d: Garbage Dump (25)
n: Pen Pasture (25)
p: Pit Pond (0)
s: Sand (0) c: Clay (20)
m: Meeting Area (25)
h: Hospital (25)
t: Animal Training (25)
a: Active

x: Remove Zones
Enter: Place e: Rectang
ESC: Done v: Next
```

Clothier

Recently there has been much discussion among the populace regarding proper living conditions, or rather the lack of them. I don't understand how this is the case, I've refurnished the empty rooms in the main building as personal bedrooms and allocated them to the populace though there are many who still lack their own rooms. I've even stocked up on soap supplies to improve our hospital. No matter, I'll task Blitz Gamer with cooking more lavish meals in hopes that that will stifle the complaints.

Spoiler: making everything better (click to show/hide)

What s this about Proper living?

```
bars
 iron
                           441
             bars
r bars
 gold b
copper bars $1119\(\text{2}\)
zinc bars $174\(\text{2}\)
bronze bars $5\(\text{2}\)
steel bars $6\(\text{2}\)
pig iron bars
 Platinum
                                     五 21
                       bars
 tin bars 43½
lead bars 49½
billon bars 42½
black bronze ba
                                  bars
bismuth bars
coke 22
ash 202
donkey soap 52
 one-humped
                            camel
                                             soap
                                                          10
```

```
Blitz Gamer Nisgaklorbam Blitz Gamer Frostystandar Prepare Lavish Meal
```

Though it seems some of us have instead chosen to take advantage of the situation to pilfer some soap, ridding themselves of the dirt and grime that has been accumulating on their bodies for these past few years. Looks like I'll need to order more soap made.

```
Spoiler: Why would a plant need soap? (click to show/hide)

Sir Humphrey Cactusson Idillid Sir Humphrey Cactusson Rocksruled

I had a bath with soap! How blissful!

He is blissful after a soapy bath Within the last season he didner.
```

12th Limestone 205

Our scouts report that some figures have been spotted approaching our position from the south.

```
Spoiler: I take a closer look (click to show/hide)

The outpost liaison Vucar Bakustkol from Edandatan has arrived

→A caravan from Edandatan has arrived
```

Seems like the merchants from *Edandatan* have arrived with the trade caravan in tow. The dwarves crowd around the main gate to get a better look at the spectacle. An aged looking dwarf separates himself from the convoy and introduces himself as, <u>Spoiler: Vucar Bakustkol</u> (click to show/hide)

```
A short sturdy creature fond of drink and industry

He is short His very long sideburns are neatly combed His very long moustache is neatly combed His very long beard is neatly combed His very long hair is braided His somewhat long nose is extraordinarily broad His somewhat narrow ears are tall His hair is gray with a touch of white His skin is brown His eyes are brass
```

A surprised gasp comes from within the crowd. Haerdalas II is surprised to see her father accompanying the trade caravan and makes her way past the crowd to see him.

```
Spoiler: a big family tree (click to show/hide)

Relationships of the Administrator Haerdalas III Nefekoddom Gasstirthr A

Fath Kolanil Dwarven Child

Vucar Bakustkol outpost liaison
Zasit Oslanenar

Meng Edanatas

Tholtig Zuglarsibrek
Ingish Logemlar
Kebuk Tiristgeb
Rimtar Delethshorast
Sigun Asd@gtobul
Deg&l Metulber
Sigun Ustuthmuzish
Rith Fikukkol
Onol Rovodbal
Fath Gutid@rith
Minkot Gatinkol

Nefekoddom Gasstirthr A

Youngest Son
Mother
Father
Paternal Grandmother
Paternal Grandmother
Vounger Brother
Younger Brother
Younger Brother
Younger Brother
Younger Sister
```

"Father! Where have you been! I was worried, you and the rest of our family were supposed to have met up with us here at Murderflood after I had set out with my husband first. It's been years now, so I had thought you were all..."

"I'm sorry to have had you worry for this old dwarf. But as you can see, I've been alright. How have you been my daughter?"

```
Spoiler: Haerdalas II gives a nervous wink and replies (click to show/hide)

Haerdalas III Nefekoddom Gasstirthir Avuz

III ve been fine
```

I leave them to their little family reunion so that they will have some time for bonding.

16th Limestone 205

I make my way up the tower to await Vucar at the mayors office. I'm expecting some news to arrive. The three of us sit down to discuss matters.

```
Spoiler: Meeting with Vucar (click to show/hide)

The mayor Edzul Ellestolin meets with the outpost liaison Vucar Bakustkol

Vucar Bakustkol: I am your liaison from the Mountainhomes Letes discuss your situation
```



The atmosphere was tense as we gathered for discussion.

"How bad is the situation out there in the east?" I enquired.

```
Spoiler: Vucar relays some unfortunate news. (click to show/hide)
           The mayor Edzul Ellestolin meets with the outpost liaison Vucar Bakustkol
The latest news from Boardsomber is that months ago the site was conquered by The Immorality of Battles
The latest news from Brandgears is that a few years ago the site was conquered by The Thief of Curls
The latest news from Lanceoak is that months ago the site was conquered by The Thief of Curls
The latest news from Boltwheel is that months ago the site was conquered by The Thief of Curls
The latest news from Boltwheel is that months ago the site was conquered by The Thief of Curls
The latest news from Visedmirrors is that months ago the site was conquered by The Immorality of Battles
The latest news from Diamondlengths is that a few years ago the site was conquered by The Thief of Curls
Months ago my grandchild Dibar Pearshoot became mayor of The Emerald Gorge replacing Edim Armorrhymed the Old Maw of Gifting Months ago my aunto Zefon Shadowcrafts became mayor of The Helms Letter of Competing replacing Zasit Woundblue Months ago my mother Zasit Woundblue became queen of The Stirred Irons replacing Obok Constructrazor the Trampled Symmetry of Pools Months ago Tulon Wheelmartyred became mayor of The Shield of Winds replacing his nephew Lorbam Wanderwheeled Months ago Righth Safetymountain became mayor of The Closed Cudgel replacing Goden Beltedgorge Months ago Nomal Mirrorclobber became mayor of The Godly Gates replacing his mother Mestthos Slingbalanced
```

We sat in silence for a moment to let is soak in. Looks like there's been a major shift in the balance of power out east. I excused myself and left the mayors office so that I could be alone to take it all in, and I bade the mayor place a large order of goods with Vucar. These mainly comprise of wood, leather, various cloth, weapon grade metal ores and bars as well as various colored magma safe stone. I also bade him order some steel anvils, battle axes, picks and musical instruments for melting, along with some gypsum plaster, some fire clay and rare yellow diamonds if she could.

With that out of the way, discussions moved on towards forging a trade agreement between the two.

<u>Spoiler: Trade agreement</u> (click to show/hide)

```
Trade Agreement with Edandatan
Good
                                                                                                                                  Price
                                                                                                                                                        Priority
short swords
war hammers
tools
pearlash
large gems
shields bucklers
cloth
bracelets
plants
bone earrings
cheese
goblets
                                                                                                                                                               0
                                                                                                                                                         - 10 i -
                                                                                                                                                           -181
                                                                                                                                                        -101-
                                                                                                                                                         - I O I -
                                                                                                                                                        10
```

Before he left, Vucar approached me discreetly with a package that he was tasked to hand to me by a former acquaintance. He whispered that it was for my eyes only and of the utmost importance. I thanked him and we bid farewell to Vucar as he strode off into the distance. Spoiler: Farewell and safe journey (click to show/hide)

```
The mayor Edzul Ellestolin meets with the outpost liaison Vucar Bakustkol
Vucar Bakustkol: Farewell Edzul Ellestolin
next year Our fortunes rise and fall together
                                                               look forward
```

I knew the situation was dire, but I'm still struggling to cope with the reality of it all. My guild mates in the mechanic's association here gave some words of advice in hopes that it'll help cheer me up a little.

```
Spoiler: Words of wisdom (click to show/hide)
```

```
blel Carriedtorch
              blel Ozkaklitast
                                                      Mechanic
∰We grow through debate and struggle even chaos and discord ∰
```

21st Limestone 205

I've heard that Kogsak and Zuglar have grown to become dwarf children. I congratulated them on their first birthday, and wished them well.

Meanwhile, I've observed that Adil the Glassmaker has been behaving rather peculiarly lately.

Spoiler: Adil in a strange mood (click to show/hide)

```
Taken by
Adil ggzum
             Glassmaker withdraws from society
```

```
平 g 麗 z u m
                    Glassmaker
        Overhames
   culiarly
                 secretive
 trange Mood
abbling Arm
abbling Dis
abbling Obs
abbling Fig
Dabb
Dabb
Dabb
              Armor User
Discipline
              Observer
Dabb
Dabb
              Fighter
              Wres
        i ng
Dabbl
        i ng
      ling
Dabb
              Dodger
                     (Rusty)
          Mason
Novice
 dequate
              Fish
                      Dissectr
              Fish
                      Cleaner
                                    (Rust
```

22nd Limestone 205

Adil shuts himself within a magma glass furnace and begins sketching frantically on the walls. Ugh, not more vandalism please, I've had quite enough of that with Litast already. I don't need another trouble maker.

<u>Spoiler: Adil claims a glass furnace</u> (click to show/hide)

```
Magma Glass Furnace

This building has been claimed by Adil #9 zum Glassmaker

Adil #9 zum sketches Pictures of glass
```

I made some minor adjustments to the food stockpiles, removing the seeds from the main food stockpile and separating them into several stockpiles around the farms for easy access. That way, we'll be able to keep track of what we are short of with a mere glance, and the farmers would not need to run back and forth to retrieve the seeds for planting.

27th Limestone 205

Adil has stopped scrawling on the walls and has instead begun working secretly on something.

The mayor has been thoroughly preoccupied with tending to the various complainers that have sprung up. As she is the broker, I have not been able to get any trade conducted. Being frustrated with the situation, I held a recruitment drive to appoint a new broker.

Spoiler: The candidates (click to show/hide)

```
Dumat Utharshem Dumat FirstPlank Engraver

There are times when it is alright not to tell the whole truth
```

"You seem competent, but I'll rather we be straightforward. Besides, how would I know if you were not lying to our own kind instead? Next!"

```
Meng Umeravuz Meng Blushedmines Mechanic

I need some more excitement in my life
```

"I think you are applying for the wrong position. Military barracks are down the hall. Next!"

```
Who are these mealy-mouthed cowards trying to impress?
```

"Now that attitude just won't do. Next!"

```
Vuohiparta Melbiledos Vuohiparta Tomesamazed Farmer
|I am a very very important Person
```

"Well, go be important somewhere else. Next!"

```
Zaneg Tunal th Zaneg Doorbolts Dwarven Child

I ve been considering the subject of speech
```

"Why yes you seem perfectly suited for the job, except that you are way too young for work. Come back in 10 years time. Next!"

```
Nujux Udilmothkat Nujux Lanternmansion Carpenter
```

"You seem like a prudent and efficient person, but I don't know..."

pokes head out of office

"Are there any more candidates?"

"... Right then."

goes back to office

"You're hired! Welcome on board!"

With the power vested in me, I appoint Nujux as broker. I hope all goes well.

3rd Sandstone 205

The magma drainage system for the magma dike has been constructed. But there remains much work to do before the magma pump stack is fully operational.

Spoiler: Work complete (click to show/hide)



4th Sandstone 205

First time broker Nujux made a successful trade despite being inexperienced. Must be the copious amounts of prepared meals and old clothing we prepared for trading. He still hasn't picked up the art of appraising yet, though I suppose he will learn on the job soon enough. We now have the steel and iron supplies we need, as well as a replenishment of food and drink stocks, a bunch of wood, clay and even barrels.

Down in the forges, Adil triumphantly emerges from the magma glass furnace towing a green glass floodgate, Mokezsokan Bukètlolor, Cagephrased the Quick Letter.

<u>Spoiler: An artifact!</u> (click to show/hide)



Plain looking, but I suppose it might come in handy.

Dands of trillion cut of the litem is an image of the litem is an image of the artwork relates the liting of the Stirred

Up on the surface, my suspicions about the lake were confirmed.

orated with oval green some cut green glass gems and image of dwarves in llama es to the foundation of rred Irons in the early s

Spoiler: What's that? (click to show/hide)

A cloud of vile mist has drifted nearby!

Vile mist has drifted nearby!

Vile mist black sand

5th Sandstone 205

The vile mist has subsided, it wasn't able to drift inwards beyond the dike walls for which I am glad. I'll have the scouts pay more attention to the lake just in case. Meanwhile, Pyrotechno has been making a good amount of wondrous silver statues. I ordered a couple of them placed at the front gates, so that all the visitors that come by may admire his handiwork.

6th Sandstone 205

I've finalized the layout plans for a new well that draws water from the caverns. Now that I've seen the foul mist that emanates from the lake from time to time, I trust it even less and I would not hazard any of us approaching it. There's no telling what the mist might do or what is going to wash up in your drink.

Also, with consideration of the amount of magma that will need to be moved, and the possibility that the magma will dry up long before filling the magma dikes, I've designated some floodgates so we can periodically flood the magma dike in stages. Thankfully we have enough obsidian now from excavating the magma cistern that constructing the parts for these won't be much of a problem. I'll get started on these right away.

Spoiler: work work work (click to show/hide)

Zuglarkun IV Kebukenul Me Zuglarkun IV Lancedmirror Link a Building to Trigger

13th Sandstone 205

Spoiler: The Desert of Dreams (click to show/hide)

A patter of rain drops from the skies. The desert comes to life as white baby toe flowers and yellow pebble plant flowers react to the moisture, coming to bloom. I'm much encouraged by the sight. It just goes to show that life endures and flourishes despite the harsh

conditions of the desert; a fine example for us to follow. The flowers bloom especially densely in the needle grass. I'm no nature sympathizer, but even I am a little moved at this sudden transformation of a bleak and barren landscape.

The merchants take this moment to leave, amidst the blooming fields of flowers. What a send off party.



15th Sandstone 205

Scouts have alerted me that another vile cloud of mist has drifted nearby.



I put the scouts on high alert as the mist drifts close by to the new spot for the well where a lot of hauling is going on. But for now, the mist is content lingering beyond the reach of the magma dike walls. Well, enough observation for now. I must hurry and expedite the building of the magma pump stack!

21st Sandstone 205

The water cistern is being excavated and floored over. Sadly, the flowers have ceased blooming. Their fleeting moment of glory has now past, and the desert sands return to a mundane drab grey. But their moment of glory will come again!

Spoiler: More excavation (click to show/hide)



```
Nishmatul Miner
Tradedance
Combat
```



Miner c: Combat b: Labor

relatives

25th Sandstone 205

Dodok Udosimush Ghostly Weaver has risen and is haunting the fortress!

Spoiler: But of course, why would a plant be frightened by spirits (click to show/hide)

k Udosimush. Ghostly Weaver has risen and is haunting the fortress! Dod k Udosimush short sturdy creature fond of drink and industry

Sir Humphrey Cactusson Idilid Sir Humphrey Cactusson Rocksruled 💹 I was haunted by the ghost 🛮 This cannot horrify me 📖 He is horrified after being haunted by the dead Within the last seaso

Perusing the fortress records, I determined that Dodok perished in the ill-fated caverns expedition a year ago. I can still see what remains of her corpse just beyond the walls and I'm afraid it will not be retrievable anytime soon. I'll just have to have her memorialized for now.

1st Timber 205

Much like Urist, I've been growing nervous and anxious as of late. Seems like it is as I feared, we might be the last of our kind, stuck here in this forsaken wasteland.

Spoiler: Isolated and alone (click to show/hide) Urist latost MI ve been feeling anxious M

The fortress attracted no migrants this season

Is everyone else dead out there? Could it be that we narrowly eluded disaster by moving out to this out of the way place? Did the old queen know all along that it would turn out this way? Was this part of her plan?

3rd Timber 205

As if in response to the lack of migrants, the fortress is suddenly awash with new arrivals. Thob has given birth to a boy, Ablel Alathrigoth. Spoiler: A new addition to the fortress (click to show/hide)

```
Thob Nungrsolon Farmer has given birth to a boy
               Thob Nungrsolon Thob Creviceflags Farmer
MI gave birth to a boy Such adoration I feel! M
                                 giving birth to a boy She is blissful after
the last season she didn't feel anything after
            Sarvesh Atheldolil Sarvesh Ringedlocks Surgeon
🗒 I have become a Parent 🔣 Such adoration I feel! 🐯
         adoration after becoming a Parent He is blissful Within the last season he felt satisfied at work
                                                                        after becoming a
He was blissful
```

```
Daba!

Daba!

He is the son of Thob Creviceflags and Sarvesh Ringedlocks He is a casual worshipper of Egul Judgesystem a worshipper of Egul Judgesystem and a dubious worshipper of Vakist the Meandering Lutes and a dubious worshipper of Vakist the Meandering Lutes of the Stirred Irons He is a member of The Channels of He was short with well-defined muscles His very long sideburns are braided. His very long moustache is neatly combed. His very long beard is arranged in double braids. His long hair is tied in a pony tail. His nose is incredibly upturned. His nose bridge is incredibly concave. He has a very narrow chin He has a high voice. His ears are narrow. His hair is russet His skin is brown. His eyes are brass. He is indeatigable and very strong but he is flimsy clumsy very slow to heal and quite susceptible to disease. When he was a high voice his ears are narrow his hair is russet wood wood glant snail shell boxes and bags and wrens for their intricate songs. When possible at prefers to consume rambutan wine and urad beans. He associated his provided a good spatial sense but he has poor empathy and meager focus and a good spatial sense but he has poor empathy and meager focus and a good spatial sense but he has poor empathy and meager to the provided his provided his very land their works has a great year of the provided his very land their works really respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects skill at a measure time and caspects commerce He personally deeply respects skill at a measure time and talents. He is quick t
```

Congratulations! Looks like Ablel will be a good candidate for being a military dwarf many years down the line, as he dreams of becoming a legendary warrior.

4th Timber 205

Great news! We have managed to find flux deposits!



Turns out its located at the north east side of the chalky plains, buried beneath all the sandy clay. The miners came upon this discovery while digging for a drainage pipe for the new well. I'll order the miners to mine these deposits out once we are done with the magma dike and well preparations.

7th Timber 205

Preparations are almost ready for the magma cistern to be filled.

Spoiler: Almost dana (click to show/hide)

Spoiler: Almost done (click to show/hide)

Dumat Utharshem Engraver
Detail Wall
Dabbling Observer
Master Engraver
Novice Animal Trainer (Rusty)
Novice Swimmer (Rusty)
Adequate Persuader
Adequate Negotiator
Adequate Judg of Intnt (Rsty
Competent Liar
Competent Liar
Competent Lint
Competent L

I've ordered the miners to chip away at the walls obstructing the magma flow into the cistern. I can't help but feel excited at the prospect of having magma at our disposal to do with as we will.

Spoiler: It is completed (click to show/hide)





10th Timber 205

With a pull of the lever, glorious magma begins flowing into the magma cistern. *fist pump* The design is a success! Spoiler: And much fanfare was had (click to show/hide)





11th Timber 205

More newcomers arrive in the form of new births; Bomrek has given birth to a baby girl.

Spoiler: Welcome to Murderflood (click to show/hide)

Bomrek Misrakust Bomrek Hazetomb

girl Such adoration I feel! 🖽

Potter

Iden Thalalmosus Iden Empiresroom 🖄 I have become a Parent 🔣 Such adoration I feel! 🖔

Likot Tosidiseth Likot Armorquests Dwarven Baby 则Ba!则 The Channels native aluminum sil ne crescents windows for their coloration to cko and mead She abso for language an am ty to read emotions A short sturdy creature fond of drink and industry

Congratulations are in order! Likot Armorquests seems to be another good military candidate.

14th Timber 205

Dodok, Ghostly Weaver has been put to rest. Sleep well, one of these days we shall avenge your death.

spoller: KIP

Dod k Udosimush Ghostly Weaver has been put to rest

rhyolite memorial to Dodak Udosimush This is a well-crafted rhyolite memorial to Dodgk Udosimush.
The slab reads #In memory of Dodgk Udosimush / Born 139 / Struck down by the zombie voracious cave crawler Sunmarsh in the year 204 / Militia Captain of The Channels of Melting in 204 / Lover of gold##

25th Timber 205

More children are born into the fort. Tobul Unibinod, the Hunter has given birth to a boy!

<u>Spoiler: Showers is an appropriate name</u> (click to show/hide)

Tobul Unibinod Hunter has given birth to a boy

Tobul Unibinod Tobul Raggates Hunter ∭I gave birth to a boy∭ Such adoration I feel!∭ She feels adoration after giving birth to a boy She is blissful after becoming a Parent Within the last season she felt pleasure near a fine Meng Umeravuz Meng Blushedmines Mechanic 🖄 I have become a Parent 🔣 Such adoration I feel! 🕸 He feels adoration after becoming a Parent He is blissful after becoming a Parent Within the last season he was blissful dining in a very good dining

```
Mai 2)

He is the son of Tobul Raggates and Meng Blushedmines He is a faithful worshipper of Zan a dublous worshipper of Limir Goldway and a worshipper of Cog Stanknight of The Stirred Irons He is a member of The Channels of Melting and Citizen of The Stirred Irons He is a member of The Channels of Melting and Citizen of The Stirred Irons He is a member of The Channels of Melting Irons He is a member of The Channels of Melting Irons He is sideburns are clean-shaven. His very long moustache is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long beard is arranged in double braids His very long the braids His very long heart leads His brass eyes have very thin irises His hair is russet. His skin is brown He is guick to hear leads His very long the braids His very long the long the braids His very long the braids
```

So many baby showers going on! When it rains, it pours. Obok Tradeshowers seems to be a suitable military candidate, being able to handle stress. With the hauling duties mostly done, I send a small portion of the fortress to prime the magma pumps.

Meanwhile, everyone else will be flooring over the water cisterns to prevent tree growth from clogging up the cistern. Spoiler: The new well cistern (click to show/hide)



28th Timber 205

The magma pump stack has been completed. Spoiler: Finally! (click to show/hide)



Though there has been much talk among the populace of what else we can put it to use for, I choose to focus on the practical side of the matter. Its good enough that we even have it as a tool to use at our disposal, so let's not spoil the occasion with talks of fancy self destruct devices and what not. I know it is hard to suppress our dwarfish desires, but there is no need to rush. After all, we're still pretty well off for now.

Spoiler: Thanks Logem for the encouragement (click to show/hide)

Logem Bekargoden Logem Dipropes Brewer

It is not Perfect but it s good enough Why fret about it?

All that is left is for the magma dike separator to be linked up. Litast the troublemaker takes up the job to render the magma pump stack operational.

Spoiler: Pull the lever! (click to show/hide)

```
tast Ilirunib
                             Cloudcuckoo
     tast
             Joyrag
        the
ing
ing
ing
               Throwe
Discip
   99999999
          ghter
              Archer
Wrestl
Strike
Kicker
Carpen
Da
                      enter (
Shearer
Accomp
     Combat
                        Labor
                                    m:
                                         Misc
```

I had chosen her to do the honors, for this will be her chance at redemption for all the trouble she had caused these past few seasons. I hope she does not betray my trust in her by throwing a *tantrum* in the lever room and rendering all our hard work moot. Right Litast? Spoiler: Right!? (click to show/hide)

Litast Ilirunib Litast Joyrag Cloudcuckoolander

Winter has arrived on the calendar.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on November 17, 2015, 12:09:07 am

Well, that was a detailed and chunky update right there! Does that mean that the Outpost liaison is now a prince, since his mother just became the new queen? If that's the case, Haerdalas II would make a decent baroness prospect as well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on November 17, 2015, 01:03:15 am

Well, that was a detailed and chunky update right there! Does that mean that the Outpost liaison is now a prince, since his mother just became the new queen? If that's the case, Haerdalas II would make a decent baroness prospect as well.

I first noticed the change in nobility when I checked the civilizations screen after spring. So I made a copy of the save, then retired and checked. Originally I thought the line of succession would go down to the descendants of the Queen, as I'm aware of at least one surviving grandchild. But instead, it went to another family tree. I think it was because all her direct descendants had died out that the royal crown passed on elsewhere.

So yes. The only Prince. The other surviving prince has converted to goblinism.

Vucar himself is survived by 3 children, 2 of which have also converted to goblinism. So that really leaves Haerdalas II as the sole line of succession. So she might end up as nobility whether we nominate her or not, depending on if Vucar survives. Triaxx II has married into the nobility it seems.

Also of note, Zasit Woundblue was our outpost liaison during Deus Asmoth's turn, and our resident cactus is the younger brother of the current queen.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on November 17, 2015, 01:11:34 am

Quote from: Zuglarkun on November 17, 2015, 01:03:15 am

our resident cactus is the younger brother of the current queen.

...Right. So apart from Haerdalas and her father, the entire royal family is composed of goblinists and cacti. We live by a sentient lake and the country is ravaged by the power of *love*. This succession fort is quickly becoming something weird.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Mr Frog on November 17, 2015, 02:53:30 am

Quote from: Taupe on November 17, 2015, 01:11:34 am

Quote from: Zuglarkun on November 17, 2015, 01:03:15 am

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I just stumbled onto this without any context and I have many questions

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Gwolfski on November 17, 2015, 03:34:50 am

Quote from: Mr Frog on November 17, 2015, 02:53:30 am

Quote from: Taupe on November 17, 2015, 01:11:34 am

Quote from: Zuglarkun on November 17, 2015, 01:03:15 am

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Just... just walk away slowly and preserve your sanity while you still can...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on November 17, 2015, 06:37:35 am

I think the more important question is how you made it all the way to *Sandstone* without vile mist turning up. I had it for most of the year when I had my turn.

If we are the last fort of our civ left, what does this mean for us practically speaking? Are we basically doomed to get whittled down to nothing, or can we keep out numbers high enough to last another decade or so?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 17, 2015, 08:19:19 am

Quote from: Urist McKiwi on November 17, 2015, 06:37:35 am

If we are the last fort of our civ left, what does this mean for us practically speaking? Are we basically doomed to get whittled down to nothing, or can we keep our numbers high enough to last another decade or so?

Its certainly possible to continue on even if there are no other dwarves out there and the fort population bug blocks all migration.

Does the population bug block births? If not, we can arrange marriages. The baby boom from that can help work around the problem eventually, as long as we survive long enough for the children to grow up. I'm also pretty sure there are workarounds for the population bug. We are at a healthy 110 at the moment, so barring !!FUN!!, the only way for the fort to grind down is really FPS and determination of overseers to play through their turns.

Barring the increasing unhappiness, the growing ranks of undead in our cellars, the hostile lake, invaders and just sheer overseer stupidity, I think we are *perfectly fine*.

Quote from: Taupe on November 17, 2015, 01:11:34 am

Quote from: Zuglarkun on November 17, 2015, 01:03:15 am

our resident cactus is the younger brother of the current queen.

...Right. So apart from Haerdalas and her father, the entire royal family is composed of goblinists and cacti. We live by a sentient lake and the country is ravaged by the power of love. This succession fort is quickly becoming something weird.

Also, this quote should really go on the front page.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on November 17, 2015, 11:43:37 am

I believe dwarves from around the world can still migrate to our fort, given that we havent reached the unit cap. This is slowly becoming a factor, thanks to anything in the caverns getting killed as they arrive instead of leaving the map peacefully.

De vaguely refered to a fix for this. I managed to jury-rig a script to clear the dead unit list of most pointless entries. This isnt perfect, but it flushes a ton of dead crundles from beeing counted toward migration checks. Births are unaffected by the unit count. Ill run the script in time if it truly is required to salvage the fort. For now, we have decent numbers.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on November 17, 2015, 03:10:12 pm

Quote from: Zuglarkun on November 17, 2015, 08:19:19 am

Quote from: Taupe on November 17, 2015, 01:11:34 am

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It's a fine sum up of our current situation!

I'm not sure if I'm completely aware of the game mechanics, but shouldn't someone get automatically assigned as a king/queen if we were to have the last dwarves left of our civ? Also, do rulers go to exile? I vaguely remember someone encountering a king in adventure mode somewhere in the wilds..

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **November 17, 2015, 03:29:37 pm**

Quote from: Vuohijumala on November 17, 2015, 03:10:12 pm

Quote from: Zuglarkun on November 17, 2015, 08:19:19 am
Quote from: Taupe on November 17, 2015, 01:11:34 am

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In ConstrucIvory, after the queen died, a member of the fortress bargained with her like three firends and called herself the new monarch. So yes, someone will be assigned the title of queen down the line if the current queen bites the dust.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on November 17, 2015, 04:26:16 pm

Haerdalas II would just like to note that despite the rather meteoric rise of her social standing in recent months, she would really rather not be made baroness (Oh god no). She is a military Dorf through and through, and does not like the implications that she would be made to hide away in some overly plush room whilst battles occurred elsewhere. (Also, I don't want Haerdalas to be euthanised once she inevitably issues an un-fillable edict.)

Seriously though, everyone related to my dorf seems to have shot up in status, what with all those mayors and the queen herself being family now....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on November 17, 2015, 05:54:59 pm

I just want to know who switched me from making crossbows to cooking.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **De** on **November 17, 2015, 06:26:19 pm**

Quote from: Vuohijumala on November 17, 2015, 03:10:12 pm

Quote from: Zuglarkun on November 17, 2015, 08:19:19 am Quote from: Taupe on November 17, 2015, 01:11:34 am

...Right. So apart from Haerdalas and her father, the entire royal family is composed of goblinists and cacti. We live by a sentient lake and the country is ravaged by the

power of love. This succession fort is quickly becoming something weird.

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I've played fortresses where rule passed to one of my dwarves in the first year or so, this is usually in a fort with a long dead pop. Lately, I've been playing a fortress in a world where (as best as I can follow) the elves and goblins have merged and conquered everything. My starting civ turned out to be technically dead on embark even though we had a king. (I checked through legends and I think he was even appointed king by our conquerors The Confusing Orange.) I made it my goal to try to find out if puppet kings of dead civilizations could be summoned to a fortress in order to revive the dwarven species. Then I essentially spent the next five years locked in the fortress avoiding a slew of titans and sieges. When we finally surfaced for air, I was shocked by the arrival of an outpost liaison who informed us that during our five years of chronic siege the former king had been displaced by a queen, nobles had been appointed where before we only had a king, and a whole bunch of fortresses started. In summation: I don't know crap about how civs go about dying and coming back or the politics behind elevation to the monarchy. They seem pretty arbitrary.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on November 17, 2015, 06:33:59 pm

Quote from: De on November 17, 2015, 06:26:19 pm

In summation: I don't know crap about how civs go about dying and coming back or the politics behind elevation to the monarchy. They seem pretty arbitrary.

Chaos isn't a pit; it's a ladder...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on November 18, 2015, 03:29:31 pm

Quote from: Haerdalas on November 17, 2015, 04:26:16 pm

Haerdalas II would just like to note that despite the rather meteoric rise of her social standing in recent months, she would really rather not be made baroness (Oh god no). She is a military Dorf through and through, and does not like the implications that she would be made to hide away in some overly plush room whilst battles occurred elsewhere. (Also, I don't want Haerdalas to be euthanised once she inevitably issues an un-fillable edict.)

Seriously though, everyone related to my dorf seems to have shot up in status, what with all those mayors and the queen herself being family now....

You are able to be in the military and also be the baron/ess, but if you get removed from your squad for any reason you can't be put back in so it can be annoying.

Also relevant:



Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on November 18, 2015, 03:45:18 pm

I suspect it was me that made you a chef Blitz, because I don't think we had a bowyer's workshop at the time.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on November 18, 2015, 03:49:45 pm

Quote from: Triaxx2 on November 18, 2015, 03:45:18 pm

I suspect it was me that made you a chef Blitz, because I don't think we had a bowyer's workshop at the time.

Or trees.

And also, everyone was dead. The crossbow count was higher than the dwarf count. Some jobs had to be filled.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 18, 2015, 05:25:14 pm

Quote from: Taupe on November 18, 2015, 03:49:45 pm

Quote from: Triaxx2 on November 18, 2015, 03:45:18 pm

I suspect it was me that made you a chef Blitz, because I don't think we had a bowyer's workshop at the time.

And also, everyone was dead. The crossbow count was higher than the dwarf count. Some jobs had to be filled.

Did we keep that one highwood tree at the edge of the map, BTW? Or are we actually 100% out of trees now?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on November 18, 2015, 07:42:33 pm

I was trying to cut down mushrooms at the time, so I suspect you're right.

I only had a few deaths my turn though. Maybe it wasn't me?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on November 18, 2015, 10:39:00 pm

I'm on obsidian now, so I'll be wrapping up my turn soon.

EDIT: Damn it, you put it on the poll Taupe, I thought it would be cool to have strategically. But I didn't think it would be important enough to bother with so I removed it from my post. I didn't bother digging drains at all during the rest of my turn during obsidian, so if people are interested, someone else will have to do it.

Quote from: Urist McKiwi on November 18, 2015, 05:25:14 pm

Did we keep that one highwood tree at the edge of the map, BTW? Or are we actually 100% out of trees now?

That tree is still standing. Technically we still have plenty of trees, its just that they are all in the caverns.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on November 19, 2015, 09:27:55 am

SAVE IS UP. Click Me! (http://dffd.bay12games.com/file.php?id=11281)

I reverted back to ASCII before saving. Let me know if the save doesn't check out properly. Write up to follow soon.

Here's a preview.

Spoiler (click to show/hide)



Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Gwolfski on November 19, 2015, 10:37:17 am

Right. Got this starting Saturday

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 20, 2015, 02:31:42 am

----Foundation of Magma and Fire----

1st Moonstone 205

I feel a *change* in the air. Winter comes in the *Desert of Dreams*, though it is different here than in the frozen lands to the east where I come from. The relentless sun continues to blaze overhead, though the dryness of the air is relieved by the arrival of sporadic seasonal monsoon rains.

No, perhaps it is more accurate to say that this *feeling* of change comes from the progress we have made. This past year, I've been busy trying to lay a stable foundation for *the Channels of Melting*; a foundation fueled by *magma* and the *fires* of industry. With the magma pump stack fully operational, the power of dwarven engineering is at our grasp. But it is not enough, I have to look towards bolstering other areas that I deem are still weak. A day of *reckoning* is on the horizon, and we will need all that we can muster to withstand it.

But for now we shall put another foot forward.

With magma cremation possible, the old refuse pit on the surface has been rendered obsolete. I'm having it dismantled and the pit floored over. The levers will also have to go.

5th Moonstone 205

The lake may have its share of horrible secrets, but nothing will come of it if we only avoid it in fear. We have to force it to yield its bounty by delving deep. Already our miners are hard at work excavating the flux deposits beneath the lake.

Spoiler: The lake surrenders its secrets (click to show/hide)



Conveniently, the flux deposits utilize the same route as the clay collection. Soon we shall strike down our foes with cold unyielding dwarven steel. I've commissioned a full implement of steel weaponry to replace the old stores. I can already hear some of the veterans protesting, arguing that the old gear is still serviceable. *Bah!* Their foolish sentiments cloud their thinking. In time, they will come to appreciate these new weapons as much as the old.

Spoiler: Fruits of the steel industry (click to show/hide)

Flame II Sosadzon has created a masterpiece esteel short sword !

11th Moonstone 205

Still, we have to pay the price for progress. Tantrums abound as more infighting goes on. *Zon! Zon!* Was my show of clemency futile? I am already regretting my decision to spare Litast. Her wretched ways are getting to be a nuisance.

<u>Spoiler: Infighting</u> (click to show/hide)

```
The Cloudcuckoolander punches The Bone Doctor in the lower body with her right hand bruising the muscle and bruising the guts through the (pig tail fiber coat)!
The Bone Doctor looks sick!
The Bone Doctor stands up the Cloudcuckoolander punches The Bone Doctor in the left upper arm with her left hand bruising the fat through the (pig tail fiber coat)!
The Bone Doctor stands up the Cloudcuckoolander grabs The Bone Doctor by the (pig tail fiber trousers) with her left upper arm!
The Bone Doctor stands up the Bone Doctor in the left foot with her light hand bruising the fat through the (llama wool shoe)!
The Bone Doctor stands up the Bone Doctor in the left foot with her right hand bruising the fat through the (llama wool shoe)!
The Bone Doctor stands up the Bone Doctor retches
```

13th Moonstone 205

Most of the flooring orders for the well have been completed. We now have enough manpower freed up to operate the magma pumpstack. We don't have any *elven* or *goblin* captives for the ritual ceremonial sacrifices, so I have instead prepared 3 dogs and a keg of dwarven rum to appease the gods.

Spoiler: Let us commence! (click to show/hide)



Excellent, everything is going according to plan.



19th Moonstone 205

With the magma dikes filling, I order the water cisterns in the caverns to be filled. Spoiler: Another source of water (click to show/hide)



3rd Opal 205

A newly forged set of steel weaponry has been handed out to our veterans to replace their old ones. 4 \setasteel swords\square, 2 \setasteel battle axes\square and 2 \setasteel spears\square. More will come in the days to follow.

14th Opal 205

With the southern magma dike nearing full capacity, I ordered the rest of the inner magma dike walls to be completed so we can proceed with filling the other sections.



17th Opal 205

The magma dike is filling along nicely and soon we should be able to switch to another section to fill. Spoiler: Its a slow process (click to show/hide)



26th Opal 205

The inner dike walls are complete, as well as construction for the well. I order the water to be brought up into into the new well cistern. Spoiler: New well cistern (click to show/hide)



3rd Obsidian 205

The 1st magma dike section is filled, so I decide to let everyone take a break. Time to see to moving the forges above ground. I've decided to dismantle one of the farming areas and use it as a magma cistern for the forges. This should speed up future melting efforts by quite a bit.

Spoiler: Construction of a new forge (click to show/hide)



12th Obsidian 205

I have reports from our furnace operators that some odd rumblings were heard down in the cavern layers, they report that it was different from the usual shambling of feet by the undead. Meanwhile, preparations are complete to fill the forge cistern. Spoiler: The Forgotten Beast Othsal Ner Dal has come! (click to show/hide)

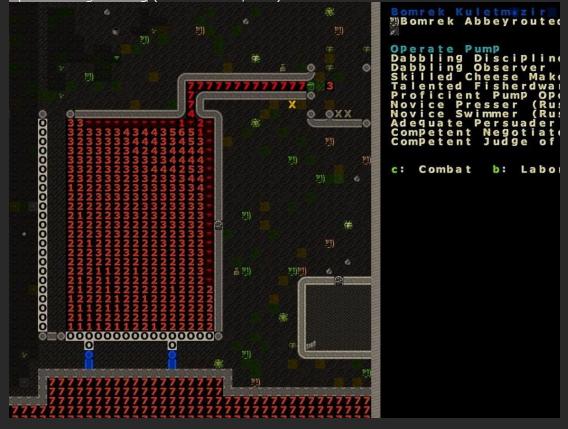
```
The Forgotten Beast Othsal Ner Dal has come! A great eyeless crocodile. It has large mandibles and it has a gaunt appearance. Its clear scales are small and overlapping. Beware its poisonous bite!

Press Enter to close window
```

Othsal Ner Dal Forgotten Be Othsal the Lakes of Greed

While waiting for the forges to fill to capacity, I took the time to have a look around the fortress.

Spoiler: Forges filling (click to show/hide)



Wandering the halls, I came upon engravings of the symbols of our civilization and government. Ah yes, I'm reminded that I'm no longer a part of *Lînemenur*. This place is home now.

Spoiler: Symbols of rule, symbols of home (click to show/hide)

Ast Letmos The Sabres of Cobalt

```
Engraved is a well-crafted Crazy UriST Amnekstinthed rendition of a finely-designed image of dwarves. The image is the symbol of The Stirred Irons a dwarven civilization.

Namducim The Destined Work

Engraved is a Sanctume Snulmeng rendition of a superiorly designed image of greaves. The image is the symbol of The Channels of Melting a local
```

I pondered over that last engraving 'The Destined Work' for a while, as my thoughts began to coalesce. Yes, perhaps all this was preordained. Perhaps Boardsomber was destined to fall, and we are destined to succeed it. I continued on, poring over another engraving depicting the settling of this land, and I'm reminded of all the hardships we had to endure to get to this point. There was still a long way

to go before we could succeed *Boardsomber* as the mountainhome. <u>Spoiler: Settlers settled</u> (click to show/hide)

```
This is an exceptional granite statue of Kol Dunegirder

The item is an exceptionally designed image of Kol Dunegirder the dwarf in granite by Tulon Daroslitast Kol Dunegirder is laboring The artwork relates to the settling of the dwarf Kol Dunegirder in Murderflood in the midautumn of 201
```

Next I came into a hall where the statues of our pioneers were arranged tastefully. I took a good look at all their faces, and sighed in melancholy as I was reminded of our fragility and our mortality. Two remain out of the original seven. In the tough times ahead, could they be counted on to lead us?

Spoiler: 7 Pioneers (click to show/hide)

```
This is an exceptional silver statue of Taupe Arrowsoul the dwarf and dwarves in silver by Flame II Sosadzon Taupe Arrowsoul is surrounded by the dwarves. The artwork relates to the appointment of the dwarf Taupe Arrowsoul to the position of broker of The Channels of Melting in the early spring of 200

Silver Statue of Taupe Arrowsoul

This is an exceptional silver statue of Taupe Arrowsoul the dwarf and dwarves in silver by Flame III Sosadzon Taupe Arrowsoul is surrounded by the dwarves. The artwork relates to the appointment of the dwarf Taupe Arrowsoul to the position of broker of The Channels of Melting in the early spring of 200

Silver Statue of Taupe Arrowsoul

This is an exceptional silver statue of Taupe Arrowsoul the dwarf and dwarves in silver by Flame III Sosadzon Taupe Arrowsoul is surrounded by the dwarves. The artwork relates to the appointment of the dwarf Taupe Arrowsoul to the Position of broker of The Channels of Melting in the midspring of 200.

Signal Statue of Flame Shoveclasp created by Tulon Daroslitast Flame Shoveclasp is admiring the glant lions in granite by Tulon Daroslitast Flame Shoveclasp is admiring the glant lions.

Signal Statue of Triaxx Castlespires

This is an exceptionally designed image of Flame Shoveclasp is admiring the glant lions.

Signal Statue of Triaxx Castlespires the dwarf and dwarf and dwarves in granite by Tulon Daroslitast Triaxx Castlespires the dwarf and dwarf and dwarves in granite by Tulon Daroslitast Triaxx Castlespires is surrounded by the dwarves The artwork relates to the appointment of the dwarf and dwarf and dwarves in granite by Tulon Daroslitast Triaxx Castlespires is surrounded by the dwarves The artwork relates to the appointment of the dwarf and dwarf Triaxx Castlespires to the position of militia captain of The Channels of Melting in the early winter of 200
```

silver statue of Gwolfsky Brandhalls the Copper Plays of Toning This is an exceptional silver star Copper Plays of Toning The item is an exceptionally designed Copper Plays of Toning the dwarf and Azmololin Gwolfsky Brandhalls the Co the dwarves The artwork relates to the Brandhalls the Copper Plays of Toning Channels of Melting in the midspring of manager granite statue of Ghills Vigordikes statue Ghills litasterial s.
litasterial s a masterfull s in granite by the dwarve list Vigordikes Melting in the I moved on to the next hall and as I gazed at the statues arranged there, a sense of foreboding came over me. Averting my gaze, I quickly moved on. Spoiler: A premonition? (click to show/hide) Silver statue of lasslate grav demon S masterful s Azmololin masterfully Azmololin rotechno item is rotechno demon in silver silver statue of The Gland of Echoing This is a masterful silver statue of The Gland of Pyrotechnom Azmololin.
The item is a masterfully designed image of The Gland of Echoing is making a plaintive gestaughing. The Gland of Echoing is making a plaintive gestaughing. The artwork relates to the mortal wounding of The Gland of Echoing by the zombie rutherer Empiresgem is early autumn of 202 during The Rampage of the forgotten Echoing in Murderflood. Gland of Echorns
silver by Pyrotech
e gesture Empiresgem
of the forgotten beem in Murderflood in
tten beast The Gland I moved on and as I looked at the statues, I'm reminded that our progress has come at a cost. Many lives were put to the grinder, trampled upon in order for us to secure a foothold here in the Desert of Dreams. Spoiler: Fate had not been kind to us (click to show/hide) his is a masterful silver statue of Rith Gildstake createry of the Common state of Rith Gildstake creater of the Common state of Rith Gildstake the dward of the dwarf in silver by Pyrotechno Azmololin Obscurer of Striking down Rith Gildstake The artwork relates to the killing warf Rith Gildstake by the zombie dwarf Obscureringed in Murderflood of the Common of 202 ≣silver∎statue∎of∎Inod∎Reliefgilds≣ silver statue of Ilral Calmedrough his is a superior quality he item is a superiorly ilver by Flame II Sosesture. The artwork relaalmedrough in Murderflood @granite_statue_of_Kulet_Legendabbeys@ Daroslitasting Daroslitastic Daroslitastic Daroslitastic Daroslitastic Daroslitastic Daroslitastic Daroslitastic Daroslitastic Daroslitastic Daroslic Darosl I moved on from the hall, feeling solemn and rather disturbed. <u>Spoiler: Death claims all</u> (click to show/hide) The Defended Vulgarities Nadakdetgash Engraved on the floor is a well≡designed image of a coffin Amnekstinth™d by CrAzy UriST I made my way to the unfinished temple complex, housing the shrines of the various deities here. I made a quick prayer to the various deities enshrined here, but I could not find my own patron deities; Zan and Cog. Most ominous, are my kind not welcome here? I gazed at the statues of the other deities and implored them for guidance instead. Spoiler: But they withhold their judgement. (click to show/hide) **≣silver statue of Nekut**≣ **≡granite** statue of Zon≡

I am humbled but I remain optimistic. Through perseverance and sacrifice we have managed to triumph over adversity.

granite statue of Vakist the Meandering

Spoiler: Glory to the dwarves! (click to show/hide) statue of Sunmarsh ≣silver statue of Vuohijumala Lancehelped the Scribe of Fungus≌ silver statue ■Vuohijumala■ LancehelPed o f Scribe of Fungus
The item is an exceptionally
Scribe of Fungus the dwarf a
Pyrotechno Azmololin
Vuohijumala Lancehelped the
killing of the dwarf Vuohi
dwarf Thoryane Glazed faith
early spring of 201 d image of Vuohijumala Lancehell yane Glazedfaith the dwarf in si ne Glazedfaith is striking e of Fungus The artwork relates Lancehelped the Scribe of Fungus bronze battle axe in Murderflood ≝granite statue of Voicehigh≝ tatue of Vo.
igned image of
the Fortuitous
Haerdalas II
down Voicehigh
thworm Voicehigh
rmony of Mining The item is an exceptional granite s
The item is an exceptionally des
and Haerdalas II Fancycloister
in granite by Tulon Daroslitast
Harmony of Mining is striking
killing of the zombie giant eart
Fancycloister the Fortuitous Ha
autumn of 201 rthworm Harmony grhyolite statue of Rakedbrim statue the dwarf in rhyolite by Tulon Daroslitast s striking down Rakedbrim The artwork relates t ie giant toad Rakedbrim by the dwarf Thoryane battle axe in Murderflood in the midautumn of 201 Thoryane Glazedfaith is the killing of the zombi Glazedfaith with a bronze

We shall not falter, for this is only the laying of a foundation. There will be more challenges ahead,

Spoiler: and when that time comes... (click to show/hide)

Kogan Gearshafts Miner Kogan Olonarak We must be ready to sacrifice when the time comes

24th Obsidian 205

Litast was spotted inside the forge chambers that were still filling with magma. I have no idea how she got there, but I have a bad feeling about this.

Spoiler: A suicidal dwarf (click to show/hide)

Cloud cuckoolander Cloud cuckoolander



I don't know if I can act quickly enough to save the wretch, as there is still danger of magma overflow. Despite these interruptions, I've begun the procedure to fill another section of the magma dike. Spoiler: Filling the second section (click to show/hide)



My term as overseer draws to a close as I make my way up to the mayor's office to submit the overseer logbook. Spoiler: Documents submitted (click to show/hide)

Maybe now I'll have the time to pore over the package that the outpost liaison handed me last season? I signed off on the official documents, as I watched the mayor interview the next prospective overseer.

Spoiler: Next in line (click to show/hide)

Gwolfsky Zes ton Gusilstistres Ball Gwolfsky Brandhalls the Coppr Pl Did you hear the one about the giant narwhals and the cave swallow men?

Spring has arrived on the calendar.

SAVE IS HERE: Click Me! (http://dffd.bay12games.com/file.php?id=11281) (Same as the previous link)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on November 20, 2015, 03:01:50 pm

That engraving of the zombie rutherer killing the forgotten beast? I'm 90% sure that happened during my turn. Said forgotten beast had poison... spit, I think it was, that caused death by massive bleeding soon after exposure. It's a *good* thing that it's a zombie now.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: De on November 20, 2015, 05:53:19 pm

Ha, that bit with Gwolfsky at the end is a nice touch.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on November 20, 2015, 06:57:41 pm

whoops wrong thread you saw nothing

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on November 20, 2015, 10:21:58 pm

OOC notes:

- It was a boring winter with most of everyone tied up in pump operating duties.
- The temple with the starting seven and the gods? Totally made it up, but the statues are real though, so we can dedicate a room for them if need be.
- If anyone wants to make more levers and stuff, I recommend making it out of obsidian or other magma proof rock. This goes for the

linkages as well.

- I made 4 magma proof wells to replace the old one; obsidian blocks and mechanisms, iron chains and iron buckets. Why magma proof? Just in case there is a need to drown the surrounding area in magma. Also there is a lever to control obsidian hatches in the lever tower that can seal the wells from magma. Toggle it to seal the well before flooding it in magma, the magma should then drain from the fortifications on the 1st level if it enters the top of the well. We should relocate the old hospital there and make a new complex over it.
- The forges in the caverns are going to be unpowered soon because the magma does not replenish on the z-level they were built on. Though magma will replenish on the z-level the magma pump stack is built on, so we don't need to worry about that. We might want to finish up the above ground forges asap.
- I've forbidden all the inaccessible crap in the lake and in the caverns (including corpses). This will stop dwarves from wandering into the caverns and claiming stuff if we decide to open up the caverns later.
- I set stuff to be forbidden on death, mainly to stop dwarves from claiming stuff in the middle of battle or picking up hauling jobs during battle. So anyone playing after this might want to mass select stuff to unforbid after every major battle.
- the new uniforms are without weapon designations, you'll have to add them in manually. But I don't think we'll need to make any more squads.
- I suspect that the lake does not replenish itself with water, main reason why I built another well.
- We now have water pumps and magma pumps. Hmmm... what can we use them for I wonder?

Things to note for Gwolfsky:

- I forgot to make bolts. Oops. Our marksdwarves are without ammunition. Use either silver or copper, we have plenty of both.
- We need more containers. Make a shit ton of clay pots and ash and remember to glaze them.
- That dwarf stuck in the new magma forge with magma all around? Bloody trouble maker that tantrums. You can either convict her for her crimes, leave her for dead or attempt to free her. I leave it up to you.
- I traded a lot of unneeded crap last season so there might be a shortage of trade goods especially for the autumn caravan (I ordered tons of stuff), we do have lots of prepared meals and finished goods left over though. You can probably trade the non magma safe mechanisms as well. Oh, and the new broker lacks appraiser skill, so there might be a problem.
- We lack wood and we need it for many things (including steel making), so remember to trade for wood.
- We still lack a full set of masterwork steel weaponry for every squad, you can get Flame II to work on those.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on November 21, 2015, 06:06:59 am

i just make everything magma safe, make bolts, obtain wood, make masterwork steel armour?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on November 21, 2015, 06:16:17 am

Hmm....do we have enough space around for tree farming to be viable?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on November 21, 2015, 06:24:58 am

Quote from: Urist McKiwi on November 21, 2015, 06:16:17 am

Hmm....do we have enough space around for tree farming to be viable?

I HAVE IDEA!!!!

Gwolfski cancels post: struck by idea A section of the cavern has collapsed! x56

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on November 21, 2015, 07:50:18 am

Quote from: Gwolfski on November 21, 2015, 06:24:58 am

Quote from: Urist McKiwi on November 21, 2015, 06:16:17 am

Hmm....do we have enough space around for tree farming to be viable?

I HAVE IDEA!!!!

Gwolfski cancels post: struck by idea A section of the cavern has collapsed! x56

EDIT: You can link the flux mining area with the well drainage to make tree farms. We're gonna dig out the flux layer for steel making anyway.

Oh, make a full set x10 of steel weapons (axe, spear and sword) first. Then do armor. We're like halfway there already with the edged weapons. Use flame II as his legendary.

Quote from: Gwolfski on November 21, 2015, 06:06:59 am

i just make everything magma safe, make bolts, obtain wood, make masterwork steel armour?

Oh wait before I forget... I DEMAND MOAR MAGMA IN THE MAGMA DIKE!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on November 21, 2015, 07:53:17 am

Quote from: Zuglarkun on November 21, 2015, 07:50:18 am

Quote from: Gwolfski on November 21, 2015, 06:24:58 am

Quote from: Urist McKiwi on November 21, 2015, 06:16:17 am

Hmm....do we have enough space around for tree farming to be viable?

I HAVE IDEA!!!!

Gwolfski cancels post: struck by idea A section of the cavern has collapsed! x56

Digging an open area near the new well would be viable. You can use the water pumps there for irrigation.

different idea.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on November 21, 2015, 10:07:43 am

"Again," I say, watching Azula from behind my desk. She was standing with her hands clasped behind her back, with no sign of annoyance in spite of her being guizzed on the political upheaval for the past two hours. She had a lot of promise.

"Our general is Tirist Shoremanors," she said, her voice full of interest in spite of the boredom in her eyes. "Appointed to the position in the late Spring of 205 by the newly elected queen, Zasit Woundblue. Originally from Boardsomber, she moved to Veilmanor in 200 and was there during the Bloody Assault of 201. Aside from that, she has no military experience that we know of, so it's unclear why she was appointed to the position. We do know that she is the sister of Zuglarkun III, granddaughter of Haerdalas I and niece of Crazy Urist, but there's no reason to believe that this affected her appointment."

Spoiler (click to show/hide)

```
Relationships of the Engraver 'CrAzY UriST' Amnekstinthäd
ûsbu Xôslogozru
Bosa Stosbûbxunggob
Geshud Nethedëm
Tirist Stibmerkûbuk
'Zuglarkun III' Serlolok, Recruit
Urdim Mengsákrith
Likot Zanoseral
Catten Kolkûbuk
Domas Uutokdatan
Estrur Oxsastâsost
Azstrog Uzôngsong
Ber Aslotngoslun
Nako Dostngospsluslu
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 Atu Etogzom
Ngebzo Songsmustum
                                                                                                      Niece
                                                                                                      Niece
 Båx Smunstumugub
                                                                                                      Niece
```

I nod, glancing at notes in front of me.

Spoiler: Tirist (click to show/hide)

```
Tirist Stibmerkûbuk, "Tirist Shorelances"
Tirist Shorelances was a dwarf born in 97. She was the second eldest daughter of Asmel Wallwash and Asob Stockadeswims.
In 109. Tirist became a farmer in Boardsomber.
In the early spring of 200, Tirist settled in Veilmanor.
In the early spring of 200, Tirist became the sheriff of The Shield of Winds.
In the late spring of 205, Tirist became the general of The Stirred Irons.
Related Historical Figures
Asmel Wallwash, mother, b. 81
Asob Stockadeswims, father, b. 75
The Stirred Irons (member)
The Emerald Gorge (former member)
The Shield of Winds (member)
The Shield of Winds (sheriff, 200-205)
The Stirred Irons (general, 205 to present)
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"Now the queen," I prompt, running my fingers through my hair and pulling it back into a tight ponytail. I'd considered cutting it off altogether to avoid having to stuff it down the back of my neck in battle, but it was considered unfashionable by visiting nobles. Nobles were even stupider than peasants sometimes. Most times to be honest. It was why I'd gotten as far as I had. Azula closes her eyes briefly, then recites: "Zasit Woundblue became queen after Obok Constructrazor's death in 205. She was originally from Scribedglaze, moving to Brandgears at the age of fourteen in 72 to become a ranger, then a mercenary almost thirty years later. She worked as a sellsword for just over a hundred years, though she doesn't seem to have taken part in any battles during this time. In 203, Zasit became the outpost liaison of the Stirred Irons, using this influence to become the mayor of Brandgears later that year. Even though the title was essentially an empty honour after the conquering of Brandgears by the Thief of Curls that same year, the position allowed Zassit to be a viable candidate and eventually secure the monarchy."

Zasit Oslanenôr, "Zasit Woundblue"

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Spoiler: Zasit (click to show/hide)
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Zasit Woundblue was a dwarf born in 58. She was the fourth eldest daughter of Bonrek Boltedswallow and ùshrir Gatelens.
In 70, Zasit became a siege operator in Scribedglaze.
 In 72, Zasit married Meng Stirstake.
 In 72, Zasit stopped being a siege operator in Scribedglaze.
 In 72, Zasit settled in Brandgears.
 In 72, Zasit became a ranger in Brandgears.
 In 101, Zasit decided to become a mercenary, operating out of Brandgears.
 In the late spring of 188, Zasit began worshipping the hill titan Shigós Washedrawness the Plain Gill of Mosses.
 In the late spring of 203, Zasit became the outpost liaison of The Stirred Irons.
 In the early winter of 203, Zasit became the mayor of The Helms-Letter of Competing.
 In the early spring of 205, Zasit became the queen of The Stirred Irons.
 Related Historical Figures
 Bomrek Boltedswallow, mother, d. 146
ùshrir Gatelens, father, d. 151
Meng Stirstake, husband, b. 55 d. 189
ushrir Gatelens, father, d. 151
Meng Stirstake, husband, b. 55 d. 185
Asmel Treatyluster, eldest daughter, b. 73 d. 128
Uucar Urgewheels, eldest son, b. 74
Atír Tonesyrup, second eldest son, b. 76 d. 93
Kivish Ripemirrored, second eldest daughter, b. 80 d. 86
Lòr Pagerinses, third eldest daughter, b. 81 d. 167
Kol Lungtin, third eldest son, b. 82 d. 104
Rakust Puzzledoor, fourth eldest daughter, b. 83 d. 96
Urdim Wealthscave, fourth eldest son, b. 86 d. 86
Dodók Tombamused, fifth eldest daughter, b. 87 d. 123
Ducim Orbsmarked, sixth eldest daughter, b. 93 d. 112
Uabôk Luresteels, fifth eldest son, b. 95 d. 117
Ilral Mirrorsqueezes, seventh eldest daughter, b. 102
Sodel Furnacedimpled, sixth eldest son, b. 114 d. 197
Reg Partnergold, seventh eldest son, b. 118 d. 140
Dodók Holecanyon the Split Drill, eighth eldest son, b. 139 d. 179
Momuz Crazedflag, ninth eldest son, b. 147 d. 174
Alâth Hailcities, youngest daughter, b. 150 d. 162
Zefon Chamberfolded, tenth eldest son, b. 178 d. 190
Ilral Syruplistened, son, b. 179 d. 201
Onget Tangledorbs, youngest son, b. 180
Shigós Washedrawness the Plain Gill of Mosses the hill titan, object of worship
 The Stirred Irons (member)
The Page of Tongs (former member)
The Helms-Letter of Competing (member)
The Stirred Irons (outpost liaison, 203-203)
The Helms-Letter of Competing (mayor, 203-205)
The Stirred Irons (queen, 205 to present)
One giant mosquito (6) in Murderflood
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[&]quot;Good. Could any other factors have aided her in that achievement?"

[&]quot;She's a member of a cult that worships the Shigós Washedrawness the Plain Gill of Mosses, but we don't know whether they wield enough influence to act as a kingmaker. Given the amount of damage that the titan has done over the years, it would be foolish to

discount it as a factor, though."

Spoiler: Shigós (click to show/hide)

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Shigós Stelidnär Bimmonrúbal Daros, "Shigós Washedrawness th Pln Gll of Msss"
Shigós Washedrawness the Plain Gill of Mosses was a hill titan. It was the only one of its kind. A towering quadruped composed of orpiment. It has a pair of branching antennae and it moves deliberately. Beware its webs! Shigós was associated with rivers, plants, nature and animals.
                                                                                                                                                                          Eighty-Three Other Kills

Six dwarves (8) in Dentedbodice
Two dwarves (9) in Dentedbodice
Two dwarves (9) in Dentedbodice
Two cats (9) in Dentedbodice
Two cats (9) in Dentedbodice
Two ewes (9) in Dentedbodice
Two ewes (9) in Dentedbodice
Two water buffalo cow (9) in Dentedbodice
Two water buffalo cow (9) in Dentedbodice
One guineacock (6) in Dentedbodice
One guineacock (6) in Dentedbodice
Two dogs (6) in Dentedbodice
Two book (4) in Dentedbodice
Two book (4) in Dentedbodice
Two book (4) in Dentedbodice
Two book (8) in Dentedbodice
Two book (9) in Dentedbodice
Two boars (6) in Dentedbodice
Two boars (6) in Dentedbodice
Two alpacas (6) in Dentedbodice
Two alpacas (9) in Shipbristled
Two alpacas (9) in Shipbristled
Three cats (9) in Shipbristled
Three reindeer bulls (8) in Shipbristled
Three guineahens (9) in Shipbristled
Three guineahens (9) in Shipbristled
Two dogs (6) in Shipbristled
Two dogs (6) in Shipbristled
Two dogs (9) in Shipbristled
Two dogs (6) in Shipbristled
Two mosters (6) in Shipbristled
Three mules (6) in Shipbristled
Two roosters (6) in Shipbristled
Two roosters (6) in Shipbristled
28
30 d. 35
                                                                                        123
1. 123
                                                                                                                                         3
123
d. 123
. 129
d. 129
                                                                                                                                           136
d. 137
149
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"Of course," I nod. "You're tired, aren't you?"

Azula hesitates for a moment. She's probably wondering if this is a trap of some sort, but decides to go with honesty anyway. "Yes. I don't see why this is all so important. And Morgan doesn't have to do it!"

"She will when she's older. I want you two to be able to get whatever you want, and the best way to get people to give you what you want is to know what they want. And to know what they want, you have to understand them. For example, I'll let you go play if you tell me who could inherit the throne should our queen suffer an unfortunate accident."

The girl sucks her lower lip, thinking. "She has three living children," she says eventually. "The eldest, Vucar Urgewheels, seems to be a reasonable heir. He has three living children though only one, Haerdalas II, is a viable inheritor of the crown since the other two were abducted by goblins as children. Zasit's also appointed him as the outpost liaison when she became mayor of Boardsomber, which means she either trusts him or wants him to get more experience in dealing with the political realm. Illral Mirrorsqueeze might be her choice in spite of being younger, since he also worships Shígos. Her third child was abducted in infancy.

Spoiler: Vucar (click to show/hide)

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Vucar Bakustkol, "Vucar Urgewheels"
 Vucar Urgewheels was a dwarf born in 74. He was the eldest son of Zasit Woundblue and Meng Stirstake.
 In 74, Vucar settled in Splatteredspear.
 In 86, Vucar became a farmer in Splatteredspear.
 In 91, Vucar married Dodók Figurecried.
 In 106, Rith Fieldwheel was reunited with Dodók Figurecried and Vucar in Splatteredspear.
 In 133, Onol Archgrowths was reunited with Dodók Figurecried and Vucar in Splatteredspear.
 In 200, Vucar became the militia commander of The Fierce City.
 In the early winter of 203, Vucar became the outpost liaison of The Stirred Irons.
 Related Historical Figures
Zasit Woundblue, mother, b. 58
Meng Stirstake, father, b. 55 d. 185
Dodók Figurecried, wife, b. 78
'Haerdalas II' Fancycloister the Fortuitous Harmony of Mining, eldest daughter, b. 101
Rith Fieldwheel, second eldest daughter, b. 102 d. 188
Ingish Paintedtool, eldest son, b. 103 d. 119
Onol Archgrowths, third eldest daughter, b. 126 d. 142
Kübuk Rimdents, second eldest son, b. 132 d. 144
Rimtar Polishwire, third eldest son, b. 133 d. 155
Fath Utteredlabored, fourth eldest daughter, b. 135 d. 149
Minkot Pantherwheeled, fifth eldest daughter, b. 138 d. 166
Dôbar Splashedlabor, sixth eldest daughter, b. 140 d. 173
Sigun Drumcanyon, fourth eldest son, b. 143 d. 172
Degël Crossearths, fifth eldest son, b. 144 d. 156
Feb Standarddied, seventh eldest daughter, b. 150 d. 169
Sigun Fencemartyr, youngest son, b. 177
Logem Netshins, eighth eldest daughter, b. 182 d. 201
Tosid Squirtedwire, youngest daughter, b. 196
 The Stirred Irons (member)
The Helms-Letter of Competing (former member)
The Fierce City (member)
The Fierce City (militia commander, 200-203)
 The Stirred Irons (outpost liaison, 203 to present)
```

"Besides children, she has three living siblings. Tekkud Landglazed is her elder, but his wife got abducted by a gloom man, so people think he's cursed. Then there's Humphrey Cactusson, but I'd rule him out by reason of insanity. He'd be the best choice from our point of view though, since he lives here and insane people are easy to manipulate. Vutok Lancedcoal seems like her most likely choice behind Vucar, since Zasit's appointed her as our diplomat. It's possible that Vutok is her first choice as well, since she chose Vucar as her replacement when she became a mayor rather than a royal. She might not have had anything bigger in mind for him at the time."

Spoiler: Vutok (click to show/hide)

Vutok Kûbukrîsen, "Vutok Lancedcoal"

Vutok Lancedcoal was a dwarf born in 73. She was the sixth eldest daughter of Bomrek Boltedswallow and ùshrir Gatelens.

In the early summer of 77, the groaning freak Osod Gravefate the Abysses of Night attacked Uutok.

In the early summer of 77, Vutok's right lower leg was smashed by the groaning freak Osod Gravefate the Abysses of Night.

In the early summer of 77, Vutok managed to escape from the groaning freak Osod Gravefate the Abysses of Night's onslaught.

In 85, Vutok became a gem cutter in Scribedglaze.

In 95, Uutok began scouting around Scribedglaze.

In the midspring of 204, Vutok became the diplomat of The Stirred Irons.

Related Historical Figures

Bomrek Boltedswallow, mother, d. 146 ùshrir Gatelens, father, d. 151

The Stirred Irons (member)
The Page of Tongs (member)
The Stirred Irons (diplomat, 204 to present)

I smile, impressed at her memory. "Well done. You can go, but make sure to look after your sister-" I continue talking over the groaning ``- and stay away from the walls! I can't have you getting turned into a dwarf roast after all the work you've done!"

Leaning back in my chair, I listen as her footsteps fade away down the stairs. Haerdalas and Humphrey both had children living in the fortress. It might be worth giving Azula a few days free from studying as long as she made sure to talk to them. Powerful friends were useful after all, especially if you were their friend before they were powerful... Even if the throne ended up beyond her reach, Azula was certainly turning into a girl that would be able to accomplish a lot with the friendship of a royal.

OOC: Most of our nobility seems to be related to the queen now for whatever reason. Possibly nepotism, possibly coincidence. I like to think that Zasit is a power hungry usurper like me.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on November 21, 2015, 10:14:11 am

Ah, I figured Shigos was a titan or megabeast of some kind. I recognize the name from when I saw someone worshiping it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on November 21, 2015, 02:53:26 pm

WHERE ARE THE BEARS WE NEED BEARS BUILD A TEMPLE FOR THE BEARS

Also, nice updates! So, if everyone dies out there we're going to be playing Crusader Kings in Murderflood?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: **De** on **November 21, 2015, 09:43:53 pm**

Quote from: Vuohijumala on November 21, 2015, 02:53:26 pm WHERE ARE THE BEARS WE NEED BEARS BUILD A TEMPLE FOR THE BEARS

Also, nice updates! So, if everyone dies out there we're going to be playing Crusader Kings in Murderflood?

I've always wanted to play that game but it would kill my computer dead with a glance. Nice work with the legends finder Deus. I find that mode so frustrating.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on November 22, 2015, 03:18:01 pm

Some of the stuff in it is pretty strange, like siblings not showing up as related historical figures. It'd be nice if you could get family trees of kings and stuff.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on November 22, 2015, 06:03:46 pm

Quote from: Deus Asmoth on November 22, 2015, 03:18:01 pm

Some of the stuff in it is pretty strange, like siblings not showing up as related historical figures. It'd be nice if you could get family trees of kings and stuff.

Family cactus.

I'm also in favor of more bears, but only if they can live in harmony with my swarms of angry bees.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on November 22, 2015, 06:12:12 pm

Murderflood: Land of the Teddy Bear Cholla (https://en.wikipedia.org/wiki/Cylindropuntia_bigelovii).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on November 22, 2015, 09:15:34 pm

Well, you know, even for a game, sometimes keeping track of what's going on can be pretty fucking confusing. (https://i.warosu.org/data/tg/img/0376/35/1422294037622.jpg)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on November 23, 2015, 06:40:12 am

Quote from: Taupe on November 22, 2015, 09:15:34 pm

Well, you know, even for a game, sometimes keeping track of what's going on can be pretty fucking confusing. (https://i.warosu.org/data/tg/img/0376/35/1422294037622.jpg)

Err, what? :D I think he has some serious issues.

Quote from: De on November 21, 2015, 09:43:53 pm

I've always wanted to play that game but it would kill my computer dead with a glance. Nice work with the legends finder Deus. I find that mode so frustrating.

But hey, it should be fine once you're going to get a new computer. It runs quite smoothly on most modern machines. The only issue is that the game starts to slow down the longer you play. After 600 years or so there's billions of characters doing whatever they do and the

game keeps track of them all. Plus it becomes more difficult for the player to keep a track on all the hundreds of people in ones court and who the hell are they anyway. But it's still quite fun.

And DF and CK have got at least one thing common: Eventually you're going to end up being a horrible murderer.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 26, 2015, 05:47:54 pm

So...um.....any updates or whatever?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on November 26, 2015, 07:53:35 pm

It HAS been pretty quiet, but we are still well within the allotted time. He could have just been busy the last week or so... wouldn't mind some indication of life from Gwolfski, though.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: **De** on **November 26, 2015, 09:16:16 pm**

Quote from: Haerdalas on November 26, 2015, 07:53:35 pm

It HAS been pretty quiet, but we are still well within the allotted time. He could have just been busy the last week or so... wouldn't mind some indication of life from Gwolfski, though.

It is Thanksgiving week. He might be traveling or doing obligatory family things.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on November 27, 2015, 03:32:02 am

Goblin siege, elves, water reactor. How much time left?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on November 27, 2015, 03:32:44 am

About a week, give or take a day or so.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on November 27, 2015, 03:35:20 am

FPS is crap. 2when water moving. Btw, I have found out how to make windows 7 look like xp.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 28, 2015, 01:59:58 am

If FPS is that low, we're going to need to work to optimise things somehow.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on November 28, 2015, 02:26:17 am

That's like the tenth succession game in which you begin by building a water engine and then give up on the save because water makes your fps drop to two.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on November 28, 2015, 03:03:57 am

I've never really seen the point of water reactors, to be honest. Beyond large scale magma pumping there's really nothing that you'd need that much power for (though I've never really gotten into minecart madness).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on November 28, 2015, 03:17:03 am

Its a rather shallow map, so we didn't really need a reactor to be honest. I just allocated 30 dwarves to pump and let those things sort it out by itself.

I didn't play with an FPS counter on my last turn, though I reckon I was getting a steady 17-20 FPS on the whole (loading up my save to o). I could definitely tell when FPS slowed to a crawl when I unforbid the door leading to the dodge me trap in the caverns. So FPS could certainly be worse with all the undead pathing down in the caverns. But in my experience, its still not as bad as the previous game (yet).

On the other hand, with all the magma and water flowing on the map at the moment, low FPS is pretty much a given until the magma dike is filled and the top magma layer drains away in the magma sea. Perhaps pathing calculations might be better if we also sealed up the z-level that was randomly mined out for rock, as I recall open spaces are hell on pathing FPS.

How's the dike filling coming along?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on November 28, 2015, 05:55:15 am

dike fillings is paused, reactors will be online in a month. I had a crash, so im back some, but i have found out the cavern entry is not blocked and half the fort rushed out. must remember to wall it off.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on November 28, 2015, 08:49:53 am

Depending on the depth of the magma, the necessity of using a reactor at all is something to question. In a situation like this, I'd use the mini-reactor design. Pump moves water to move two or so wheels that provide power, and stop when the pump is no longer being run. Use a gear to connect the pump to the wheels, and you can start the pump and move on to other things and when you don't need it any more, turn off the gear, and the pump stops and so does the rest of it.

The conventional variant powers the pump directly and thus makes it hard to turn off unless the pump is marked for deconstruction for a

moment. Of course if you want to be overly complex, you set up a water reservoir system that's charged by the wheels, and fills a two or three-z high water tank, and have a floodgate in the opposite state of the gear on the pump so pulling the lever engages the gear and closes the floodgate. The incoming rush of water runs the wheels enough to start the pump.

On the other hand, a reactor is nice to have if we want magma mines. But since the only issues we're having are with fliers off the lake, they wouldn't do much good.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on November 28, 2015, 09:11:40 am

the reactors have enough control implemented(hopefully) to allow them to stall when some levers are pulled

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on November 28, 2015, 11:44:32 am

But what are they actually for?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Gwolfski on November 28, 2015, 06:02:58 pm

Quote from: Deus Asmoth on November 28, 2015, 11:44:32 am

But what are they actually for?

powering the pump stacks so we can cast an obsidian tower. duh

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on November 28, 2015, 08:02:14 pm

We already have like three towers. They're very nice towers. No one had to get burned alive to make them.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on November 28, 2015, 08:09:23 pm

No one died to make them? Then they don't count as PROPERLY Dwarven towers, yet.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on November 28, 2015, 09:07:19 pm

We need some marksdwarf towers over the main entrance, though. That way the marksdwarves can shoot enemies and not feel the need to charge them when they run out of ammo.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on November 28, 2015, 10:08:27 pm

t by: Olist McKiwi on November 28, 2013, 10.08.27 pi

Quote from: Haerdalas on November 28, 2015, 08:09:23 pm

No one died to make them? Then they don't count as PROPERLY Dwarven towers, yet.

He said no one *had* to die. Not that no one died to make them. :P

Because I'm pretty sure one or two people have indeed died to make them (and the stuff they're part of).

But yeah...personally I suspect that we'll have to decommission water reactors if they become a long term FPS drain. But as long as that's an option we've got just in case? Good to have them around in case we do need one.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: De on November 29, 2015, 02:27:01 am

What are water reactors and what are they even good for? Has somebody asked that already? Everybody just seems to know.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on November 29, 2015, 03:02:45 am

Quote from: De on November 29, 2015, 02:27:01 am

What are water reactors and what are they even good for? Has somebody asked that already? Everybody just seems to know.

A water generator is when you turn half the map into a lag machine that can be used to accomplish ???

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on November 29, 2015, 04:27:41 am

Quote from: De on November 29, 2015, 02:27:01 am

What are water reactors and what are they even good for? Has somebody asked that already? Everybody just seems to know.

Water reactors are devices that exploit Dwarven Physics. Specifically, it's possible to get more energy out of a waterwheel than it takes to pump the water back up to where it came from (if you do it right). Reactors take that and create a closed system that outputs a bunch of power while constantly pumping water in a little loop.

In short, it's a zero-point energy generator and perpetual motion machine made from bits of wood and mud.

Unfortunately while they're extremely useful for large engineering projects (although magma cannons are far less useful these days, alas), they do have quite regrettable effects on the game's framerate. This *can* be minimised.....but it's always an issue.

Moltenchannels had *three* reactors at the end of the fort, of which one was functioning as intended, one was functioning at reduced effectiveness, and one had never worked anyway. This fort only has one, but that + filling the moat = issues.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **November 29, 2015, 06:21:26 am**

Water Reactors are perfectly fine as long as you're not running the game on a potato. :P

That said, I do have a fairly powerful computer. If it's impossible to fill the moat otherwise, I'd be willing to take an earlier turn to fill it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on November 29, 2015, 06:40:00 am

the reactors are offline now, they can be switched of easily and should be able to power one of the pumpstacks (magma one)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 29, 2015, 08:13:48 pm

Quote from: Gwolfski on November 29, 2015, 06:40:00 am

the reactors are offline now, they can be switched of easily and should be able to power one of the pumpstacks (magma one)

Awesomesauce. That's enough for a magma purge. :)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on November 30, 2015, 03:30:43 am

However, you do have to jumpstart them, which could be fatal.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on November 30, 2015, 05:18:07 am

Quote from: Gwolfski on November 30, 2015, 03:30:43 am

However, you do have to jumpstart them, which could be fatal.

I think if we end up in a situation where we're deliberately flooding the fortress with magma, regardless of the circumstances behind it, that's not going to be a particularly major concern.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on November 30, 2015, 10:40:52 am

Also, do NOT flood them with magma. It WILL result in a meltdown. :P

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on November 30, 2015, 04:09:43 pm

Floor bars pass liquids right? If so, we could adjust the tower floors so that the corners are floor bars, and when the magma device is triggered, it will work it's way up if we have a tall enough pressure tower. Or down if we just run stacks up to the top levels.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on November 30, 2015, 06:37:38 pm

Seems like it'd require a lot more work than just planning the towers to collapse considering how large a volume would be needed to fill them in the first place. I mean, you could rig *another* tower, but it'd have to be twice as tall and/or wide as the other two. Alternatively, we could retrofit the towers with a floor or two full of magma on top of their current top floor, but that'd just make the question of why magma never cools down all the more obvious. Plus I try to make it a rule to never sleep underneath magma that's being held at bay by designs of dwarves paid less than minimum wage.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on November 30, 2015, 07:34:11 pm

Too complex? Unsafe? Sounds like elf talk.

Ooh, giant green glass tank full of magma, held up by a single support, rigged to the flood lever. Pull the lever, support collapses, dumps magma on everything. :D

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **November 30, 2015, 08:12:32 pm**

In any case, it's been eleven days, how's progress doing?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Deus Asmoth** on **November 30, 2015, 09:34:36 pm**

Quote from: Triaxx2 on November 30, 2015, 07:34:11 pm

Too complex? Unsafe? Sounds like elf talk.

Ooh, giant green glass tank full of magma, held up by a single support, rigged to the flood lever. Pull the lever, support collapses, dumps magma on everything. :D

I'm fine with things being ludicrously complex and suicidal to operate, so long as no one is expecting *me* to be on board when the thing comes crashing into the Earth's crust. I'm more of a 'build my own fort with blackjack and hookers' type of overseer.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on December 01, 2015, 07:19:03 am

That's fine, I just want explosive blackjack and magma hookers.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Gwolfski** on **December 01, 2015, 10:39:32 am**

Ahem. Water pressure and water is like jelly . This is gonna take ages.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on December 03, 2015, 04:02:11 am

Within the last season, Zuglarkun felt ecstatic at the new 42.01 release. He was content with the various discussions on how to flood the fortress with magma. He was dejected at the lack of updates.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on December 03, 2015, 10:36:47 am

Update tommorow, save and more update day after tomnirrow.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **December 03, 2015, 10:33:35 pm**

Quote from: Gwolfski on December 03, 2015, 10:36:47 am

Update tommorow, save and more update day after tomnirrow.

Keep in mind, we'll eventually invalidate your turn and move on if we don't get something sooner or later.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Gwolfski** on **December 04, 2015, 04:17:15 am**

Quote from: Taupe on December 03, 2015, 10:33:35 pm

Quote from: Gwolfski on December 03, 2015, 10:36:47 am

Update tommorow, save and more update day after tomnirrow.

Keep in mind, we'll eventually invalidate your turn and move on if we don't get something sooner or later.

i know, you can invalidate my turn if nothing sjows up by 23.00

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on December 04, 2015, 06:00:32 pm

Update 1 (the small one)

sry no screenshots.

Gwolfski's tower bult.

Marksdwarves towers constructed over main entrance.

Gwolfski given private squad, messing round with scheduling.

Built magma smelter facility on surface.

oh! survived amssive goblin siege!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on December 04, 2015, 10:26:31 pm

I think your update has bulimia.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on December 05, 2015, 05:15:37 am

whatever that is, i will have the save and a niceupdate posted by the end of today. or else.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on December 05, 2015, 05:47:09 am

Come now, although the lack of updates is infuriating, surely we can do better than take verbal jabs at each other. Let's be more civil about this shall we? Gwolfski did say that there will be more updates later on and the deadline is not here yet.

That said, though I don't expect long dialogues and pictures everywhere (I may have contributed to spoiling the market there), it doesn't take much to type out just a few lines of updates every now and then. So the least you can do is drop some updates every few days or so or post here to let us know if you've been having problems playing because of real life or because you signed up for a whole bunch of other community games or whatever other reason. Hey I know shit happens sometimes, but let us know so at least we'll know the reason why you're not updating and keep our expectations in line. That would be much better than silently holding onto the save and helps to keep things moving along at a good pace don't you think?

OK, rant finished. No offense meant to anyone, so please don't take it personally.

Also, I want another turn down the line. Let's see if I can stop procrastinating and update the front page with the missing info from the necromancers.

EDIT:

Frontpage up with updated profiles on the deceased nobility of the stirred irons, updated profiles of our former mountainhome and an entry for the necromancers. Next up will be the new nobility, assuming they don't die on us.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on December 05, 2015, 10:12:56 am

The new nobility is actually pretty interesting assuming the ones I was looking at are still alive. There's a lot of nepotism going on in all roles except the general, and I seem to recall the queen's immediate family getting attacked by several night trolls.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on December 05, 2015, 12:20:43 pm

update. I just got a mood!, yes as in Gwolfski, escapist.!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on December 05, 2015, 03:39:10 pm

1. The goblin siege. T'was quite a large siege, over a unit page of goblins and trolls, in a 1troll:1goblin ratio. Nevertheles, the stout military took care of them quickly.

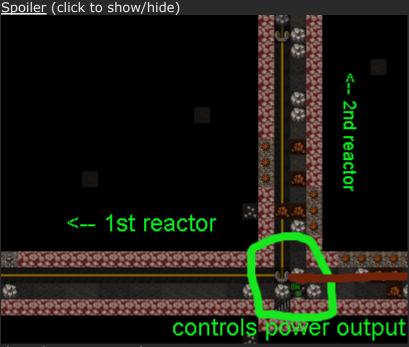
2. Water reactors. Two new water reactors have been constructed, with minor accidents(flooding). Jumpstarting thme will be tricky, but they should provide enough power. Documention:1st reactor



<u>Spoiler</u> (click to show/hide)



connection stuff



the axles arent complete yet.

3. My artifact. Lo and behold, for this is Esrelidash Zilirshasad Gidtur, The Bestest Amour Stand Ever!!! And it's made of microcline, too! Spoiler (click to show/hide)

Esrldsh Zlrshsd Gdthr, "Qnmstn th Etrnl-Msc of Grsps", a mcrcln armr stnd FPS: 100 (23) This is a microcline armor stand. All craftsdwarfship is of the highest quality. It is encrusted with oval granite cabochons, studded with iron and encircled with bands of one-humped camel bone and radiant cut green zircons. This object is adorned with hanging rings of ramie plant fiber and menaces with spikes of smoky quartz.

On the item is an image of Voidstokers the sphalerite bracelet in microcline.

On the item is an image of dwarves in jute plant fiber. The dwarves are laboring. The artwork relates to the foundation of Murderflood by The Channels of Melting of The Stirred Irons in the early spring of 200.

On the item is an image of Meng Blushedmines the dwarf and Towerlashed the Councils of Waving the slate mechanisms in citrine. Meng Blushedmines is raising Towerlashed the Councils of Waving. The artwork relates to the creation of Towerlashed the Councils of Waving in Murderflood by the dwarf Meng Blushedmines in the midspring of 205.

On the item is an image of Voidstokers the sphalerite bracelet in crundle bone. 4. The great pants Manufacture. Yes, you heard right, mass production of pants! Reason? We were out of stock!

5 We have exactly one aboveground tree!



6 New forge area! Perhaps try walling it off? Spoiler (click to show/hide)



7 Marksdwarf towers over entrance(sorta) Spoiler (click to show/hide)



less important stuff

[/font]

- 1 LAG! I repeat, LAG!!!!
- 2 Elves came. Traded some shit away for other shit.

3 Isn't our doormat splendid?



4 Dug some tunnels towards candy.

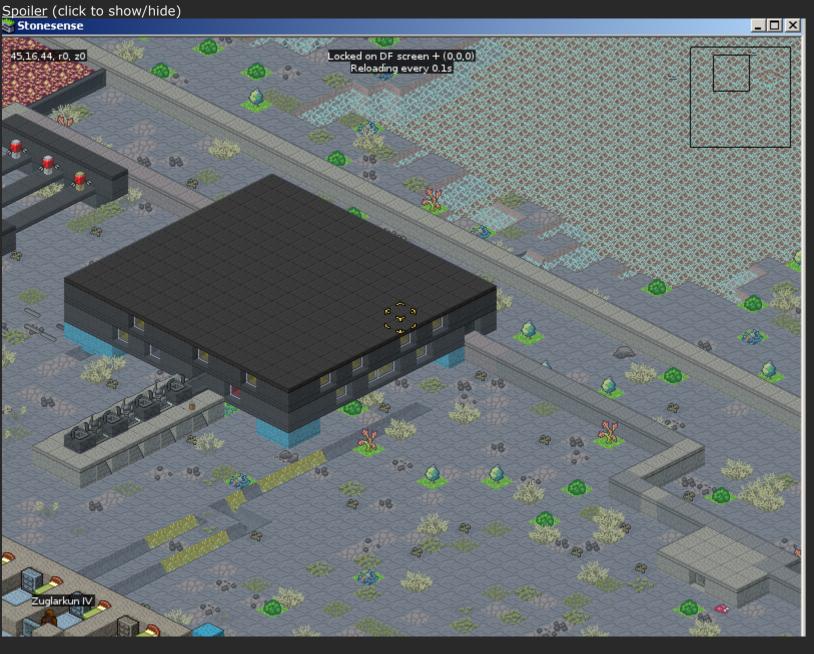
5 Deconstructed north bridge, as trolls got in Spailer (click to show/bide)



Very important stuff!

[/font]

1 I have a private tower with an escape system and a secret hideaway! look at this:







DONT look at this. Only to be opened when my person and their family have to be evacuated! Spoiler (click to show/hide)



head down this hach and the stairs in the support and downwards





SAVE: http://dffd.bay12games.com/file.php?id=11380

i only manged to play up to summer :'(

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on December 05, 2015, 06:50:47 pm

Hey, don't go accusing my family of Nepotism! Or I'll complain about you to my grandmother and get you executed! XD

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on December 05, 2015, 09:48:31 pm

Alright. Dumbestdorf is next and has been messaged.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on December 05, 2015, 10:57:21 pm

DUDE. Make sure to uninstall your graphics pack BEFORE you upload and send the save. This is NOT acceptable. Save in ASCII with graphics pack removed HERE (http://dffd.bay12games.com/file.php?id=11386).

pores over save

"So let's see what he has done to the for-HNNNNNNGGGGG!!!??"

collapses in a heap on the floor

seeks medical aid

facepalm

finishes poring over save

musters up courage

"OK, let's try to be civil, let's try not to be insulting. OK! You can do this!"

"Fellow overseers, can we invalidate turns due to sheer incompetence?"

"I take that that means no?"

Compilation of moments where I facepalmed

- So I made this nice walled off area for the forges where all you have to do is floor over the magma and install the forges afterwards, but you went ahead and dug yourself ANOTHER forge area right next to it, right BESIDE the magma drainage pipe that has been labelled as
- Playing the "what does this unlabelled lever do?" game while trying to diddle and fiddle my way into making the water reactor work properly. Then looking at the references in your post and diddling about with the levers again. Then giving up utterly in exasperation.

- Looking at the trade depot and wondering why you went ahead and bought a bunch of unusable wooden arrows.

Wondering why you deconstructed the NE bridges instead of pulling the lever to retract them instead.

I get the feeling that folks here just went, "Yeah fuck this crazy place, I'm gonna build my own private bunker for when the inevitable magma purge happens."

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on December 06, 2015, 12:17:53 am

I don't really mind if the next player want to revert back to the previous save. It's not like there have been that many turns of event in the last turn, since it's still in summer...

Well...

Quote from: Taupe on November 28, 2015, 02:26:17 am

That's like the tenth succession game in which you begin by building a water engine and then give up on the save because water makes your fps drop to two.

No *unexpected* turns of event, that is.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Sarrak on December 06, 2015, 03:34:28 am

Well... Personally, I'd go for a revert. No offence, but I really don't know answer to one question: "Why?". It's not like we're bunch of tyrannical chronical murderers that take grave insult from the passed turns.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on December 06, 2015, 04:18:22 am

im sorry about the tileset, i was in a rush. And i do think i have labeled the levers clearly. and look, even with notes, it IS difficult to find the right levers, and it WAs an emergency! I mean trolls were getting in!

and fps was at 2 when i opened the save, so I only did 1/4.

pls dont revert.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on December 06, 2015, 06:45:24 am

I'll like to make it clear I meant that revert thing as a joke.

(Then why bring it up in the first place? Shhh!!! Quiet down!)

I appreciate the effort to try to play your turn, and at least you didn't hack stuff or make things unplayable, so things are not irreversibly bad at all. They may be poor decisions, but they didn't break any rules as far as I am aware of. That said, I don't wanna be an ass since my brain says there's really no reason to revert, but my cold black heart kinds of pulls me in the other direction :-\

So, with great irresponsibility I'll leave the decision to revert or not to the next player in line to decide since suddenly we're all self-entitled monsters now: P

EDIT: In retrospect, the low FPS you experienced likely isn't from the flowing water but instead pathing lag caused by a breach in the caverns.

Also, I seemed to have forgotten to turn off the restriction of having only obsidian stone be used in the stone menu, so whomever is picking up the save next might want to adjust that to their preferences. Would just like to note that we are short on magma safe rock though we are expecting a shipment of those in autumn.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on December 06, 2015, 06:51:36 am

fps sortoff bumped up 1-2 when the magma moat settled a bit.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on December 06, 2015, 07:01:13 am

Hmmm... I dunno really. I was getting passable FPS in the 20's range though I'm playing DF on a banged up 6+ year old laptop.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on December 06, 2015, 07:56:59 am

Magma-safe stone is largely a non issue. We have the capability of making glass, which is automatically magma-safe and unlimited by anything other than production capacity.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on December 06, 2015, 08:11:24 am

Quote from: Triaxx2 on December 06, 2015, 07:56:59 am

Magma-safe stone is largely a non issue. We have the capability of making glass, which is automatically magma-safe and unlimited by anything other than production capacity.

Mechanisms? That said, obsidianizers are always an option...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on December 06, 2015, 12:08:25 pm

Well, I tested the save and my FPS was around 12, which isn't so bad actually considering how the caverns are so filled with corpses. But I do fear it'll be much worse by the time my turn comes..

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on December 06, 2015, 04:53:22 pm

First off, let's just get on with things. If anyone wants to add notes to the save about levers or whatever, there's still a bit of time to do so before the next player either gets the save, or vanishes into the ether to be replaced by someone else.

For FPS, I think we need to un-breach the caverns, seal off some large unused areas, and if the dike still isn't full then we should turn off temperature while it fills. Maybe even keep it off except when we need it. While it does make the lava a bit less terrifying it also makes it a lot less laggy (and was mandatory for the original Ardentdikes to survive as long as it did before crashing).

And for Armok's sake lets stop nitpicking the heck out of each other, even in jest. It's hard to convey sarcasm and jest in text format at the best of times and it brings down the mood.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on December 06, 2015, 06:13:38 pm

Always forget Mechanisms. I don't use them under magma, so it's not an issue.

When did the caverns get unsealed? I know I protected the two entrances I found.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on December 06, 2015, 09:32:37 pm

I'm fairly sure they were still sealed during my turn, but I didn't really do much besides the hostile takeover of our militia and conscripting everyone to build monuments to my ego.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Urist McKiwi** on **December 06, 2015, 10:06:52 pm**

Quote from: Deus Asmoth on December 06, 2015, 09:32:37 pm

I'm fairly sure they were still sealed during my turn, but I didn't really do much besides the hostile takeover of our militia and conscripting everyone to build monuments to my ego.

That describes my turn as well. Only I did make (some) progress on sealing them up. Point is though, if we're having problems now, with this long a turn list (also a new version of DF out which means that there's a risk of the succession dying off if we're not careful) we have to start some very aggressive optimising.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on December 06, 2015, 11:31:42 pm

Should be okay. Look how long it took before this version was stable.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: De on December 07, 2015, 01:05:19 am

Quote from: Triaxx2 on December 06, 2015, 11:31:42 pm

Should be okay. Look how long it took before this version was stable.

This version is stable?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on December 07, 2015, 01:44:25 am

Quote from: De on December 07, 2015, 01:05:19 am

Quote from: Triaxx2 on December 06, 2015, 11:31:42 pm

Should be okay. Look how long it took before this version was stable.

This version is stable?

Murderflood Version 1 went through all 24 versions and was literally disintegrating after only a few ingame years. And there were a few fun bugs along the way. Compared with *that*, this version is pretty good as long as you're careful.

Kinda sad though. DF2010 (used in Ardentdikes) and to some degree DF2012 (used for Moltenchannels) were a lot better for succession games because they didn't kill savegames as much over time. Except for the units bug in 2012 which was really really annoying. DF2014 seems to be a bit worse for these epic games...at least, from the few bits and pieces I've done. Oh well. Hopefully DF2015 gets itself nice and stable around about the time we end up killing this fort through bad luck and terrible management.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on December 07, 2015, 07:32:15 am

Stability is subjective, but I meant with most bugs worked out and Toady stopped releasing new versions of it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on December 07, 2015, 09:09:46 am

Having played both 2012 and 2014, I agree that overall stability and FPS has gone down in general. But in my experience, these things depend as much on play style, embark locale and other such variable factors, which can be controlled if you are mindful of them. Of course, this all gets thrown out the window during succession games because not everyone is aware of what to avoid.

Heck, that reminds me. We were supposed to floor over before building walls in this succession game to avoid the tree crashing bugs, but no one has observed this rule as of yet and we are still perfectly fine because not a damn tree **DARES** to grow on the sacred ground of Murderflood.

Oh the cavern seal did come loose during my turn, I didn't do anything to tamper with it but I suspect it was the mudman as they are building destroyers, are ignored by the undead, and they got wrecked by the weapon traps (which was how I was able to notice that things went wrong.)

I did a test run of the game after Gwolfski's turn to try to isolate the FPS problems. I only played 3/4 of a season. Results may vary so take them with a healthy helping of skepticism.

Spoiler: results of investigation (click to show/hide)

I was able to recoup some FPS after getting rid of all the undead in the bottom cavern. FPS jumped from 15 to 25 at its lowest stable point. Allowing the magma dike to fill to max did not recoup any discernible FPS. Was not able to conduct test on other flowing liquids. There are multiple sources of flowing liquids on the map, including an isolated lake in the caverns, our own terrifying lake which does not seem to refill, the water reactors and the 2 pockets of magma on the level above the magma cistern that do not refill. I suspect the rock quarry also contributes towards pathing lag with all its open spaces and winding paths but have not done any experiments to confirm.

I'm not going to suggest anything, but these things might be helpful to know if we desperately need to optimize the fortress later on.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **December 07, 2015, 09:33:45 am**

Dumbestdorf declined his turn due to real life. Moving down to Melkor.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Gwolfski** on **December 07, 2015, 12:16:08 pm**

we have one tree. in stonesense it looks as if it is running away. please dont cut it down. We needsoemthing to threatwn elves with

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **December 07, 2015, 07:46:47 pm**

Are we using Wheelbarrows? And how is the booze supply? I've occasionally noticed the lack of either of those are exacerbated by low FPS.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Zuglarkun** on **December 07, 2015, 08:49:55 pm**

I don't understand how low FPS makes the lack of booze and wheelbarrows worse ???

We have wheelbarrows. I made a bunch during my turn. Booze supply is constrained due to lack of barrels and pots. Hovering around the 500-600 range at max during my turn. Cooking meals to free up more pots can alleviate the issue somewhat but it is just better to buy or make more pots and barrels.

If wood is a pressing issue, go to the stocks menu and forbid ALL wood before the trade caravan arrives for that season. You can unforbid the wood stocks after they all appear on the map. Kind of exploity but this ensure that they will see we have no wood and bring shit tons of wood to trade. I made sure to order more wood last season so we should be fine for autumn at least.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **December 07, 2015, 09:28:56 pm**

Quote from: Zuglarkun on December 07, 2015, 08:49:55 pm

If wood is a pressing issue, go to the stocks menu and forbid ALL wood before the trade caravan arrives for that season. You can unforbid the wood stocks after they all appear on the map. Kind of exploity but this ensure that they will see we have no wood and bring shit tons of wood to trade. I made sure to order more wood last season so we should be fine for autumn at least.

It's not exactly an exploit, that's just the equivalent of stashing all the trash under the bed.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on December 07, 2015, 10:11:51 pm

Quote from: Taupe on December 07, 2015, 09:28:56 pm

Quote from: Zuglarkun on December 07, 2015, 08:49:55 pm

If wood is a pressing issue, go to the stocks menu and forbid ALL wood before the trade caravan arrives for that season. You can unforbid the wood stocks after they all appear on the map. Kind of exploity but this ensure that they will see we have no wood and bring shit tons of wood to trade. I made sure to order more wood last season so we should be fine for autumn at least.

It's not exactly an exploit, that's just the equivalent of stashing all the trash under the bed.

.....So the door-to-door salesman dumps a skip full of rotting socks on your driveway?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on December 08, 2015, 03:49:51 am

Yes, *socks* and-socks-

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on December 08, 2015, 02:59:59 pm

Lack of Booze makes Dwarves slower. Heavy Items make them move slower. If they're moving slower, it takes longer to get to the booze. The lower the FPS, the slower the game runs. So everything takes that much longer.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on December 10, 2015, 02:40:39 pm

We're down to Vuhoijumala. A pm has been sent.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on December 10, 2015, 03:54:09 pm

Well, it seems my turn came a bit quicker than I thougt! Which is good, as my computer doesn't get totally bogged down by the present fortress. Yet. I'll propably start playing tomorrow and make first posts during the weekend. Aaand I'll try my best not to *Flood* everything with *Murder*.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on December 12, 2015, 09:23:41 am

Prologue (Early Summer, 206):

"..so you're saying we don't have an overseer right now?" I asked.

"Yes, exactly" Taupe replied.

"But what happened to Gwolfski? We haven't nearly passed a year yet. Did we have bears again?"

"He.. decided to retire. And we kindly supported his decision"

"So, uh.. did something go wrong?"

"Well, he's mostly been crawling in his new bunker lately. He did fend off the latest goblin attack, though. And built a water reactor. Although, there were some who didn't see it as something very useful. Some also claim that the reaction inside is so intense, that it makes time go slower! Hah! How can water bend time? But yeah, I think it's been quite stressful for him."

I gave Taupe a brief, blank stare.

"..what's a reakktor?"

"The reactor? Oh, well, basically it's a thing which can achieve perpetual motion on it's own. You know the basic dwarven units for energy? One can use some simple equationstoshowyouhowthisthing...

* Insert monkeys with cymbals *

So many words I cannot understand. Am I supposed to know all this? I should have not come here in the first place. Oh Armok, why won't he stop speaking already?

"..and thus, it grants us loads of power just by existing." Taupe concluded.

"Great. Uh.. power is good."

"Which brings us back to the point! We need a new overseer. You're next on the list."

"The list? Me? Why me? I am just a miller. I don't know how to run things around. I still don't know many people around here."

"But hey, you've been doing well in the fields. You know how they say, that dwarves are like little saplings, when you nurture and take care of them they grow strong and steadfast! I think you're up to it"

"I haven't heard of any saying like that"

"Oh you must have! You know, elves are like trampled grass, goblins are like cockroaches and humans are like huge pillars with bad balance who like to wrap their kings in toilet paper when they die"

"Uh, okay. What about kobold then? What are they like?"

"Not worth mentioning"

"Ah. Umm. You were the first overseer, right? Can you at least instruct me a bit before I take this burden of responsibility in our future?" "Well, sure. Just follow me"

After some brief recollection of the deeds done by our previous oversees, Taupe leads me to a staircase.

"And here's the lever room. You can control pretty much the whole fort from here"

"There's so many of them. How do I know which one does what?"

"They should all have labels on them. You only have to make sure you pull the right one"

I've never been this confused in my life. I don't know mechanics. I've pulled levers before, yes. But I never had to be aware of what they DO. I've just followed orders.

"..maybe I'll just leave them be"

"Don't worry, you'll learn. Oh yes, I also got the reactor lever map from Gwolfski. Here, it'll show you how to operate the thing"

Taupe hands me a piece of paper. It has many drawings on it. And lines. Also some circles. On/Off is written in red, it seems to be important to know.

"I think that's it then. I think you're ready to begin as the new overseer!", he concludes.

"Yes. No. I don't know!'

"Good, I'll be going then! The fields aren't going to supervise themselves, you know! There's always someone around somewhere if you need any help!"

The sound of distancing footsteps echo from the walls of the empty lever room. Overseer, huh? Now, what would a good overseer do..?

I wrote a little something to begin with. I hope it's okay if I occasionally put words to other characters' mouths, when it feels logical to do so. I'll try to make it through summer this weekend. The reactor and the amount of levers confuse my real life self too. I don't think I'm going to tamper with the reactor at all.

Btw, what shall we do with the unveiled candy, now that we have it available? I'd do some overly expensive statues and trinkets with it, just for the fun. But we could also start doing weaponry and armor.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on December 12, 2015, 10:22:14 am

Are we still only on our second Triaxx?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on December 12, 2015, 11:49:03 am

Quote from: Triaxx2 on December 12, 2015, 10:22:14 am

Are we still only on our second Triaxx?

Yes, we indeed are. Triaxx II seems to be doing fine. He's also one of our two legendary engravers.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on December 12, 2015, 01:04:53 pm

Adamantine, huh? maybe stockpile it for now, and train a few idlers in smithing in case a mood takes them. A legendary breastplate is like eight free wafers.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on December 12, 2015, 01:09:43 pm

I am not responsible for any side effects of my adamantine vein mining t&c apply

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on December 14, 2015, 10:56:21 am

Blitz Gamer's Travel Log

RAHHHH! Adamantine has been uncovered (Praise be to the miners) but I am stuck in this kitchen preparing meals. I wished to be a creator of weapons and armor fit for kings and legends, but instead am creating meals that are sold off to elves for wood. Maybe if I go to the new overseer and express a desire to be but back in the forge, along with a *gift* of my finest roast, I can return to my ambition.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on December 14, 2015, 12:13:07 pm

It took a bit longer than I hoped, but the summer is done. Hooray! Sadly, we already had one casualty (a gem cutter) in a construction related accident.. I'll write a report later in the evening. I took way too many screenshots, so I fear it might take a while.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on December 14, 2015, 04:46:31 pm

The last update was pretty nice. I have no doubt that it will be worth it. You can always discard redundant screenshots if they dont serve your story.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on December 14, 2015, 05:53:04 pm

I always end up double-screenshotting. I'm not sure why.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on December 14, 2015, 10:49:53 pm

I have a bad habit of making lots of screen shots too because I like to chronicle every little happening that occurs hoping to spin a tale out of it. It tends to lead to lots of editing and lots of time doing write ups because you aren't willing to discard something that is potentially interesting but isn't really relevant. Sometimes its better not to report on every single event and just focus on the meat of the matter at hand.

Looking forward to your update!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on December 15, 2015, 09:38:04 pm

Thanks all for encouraging words! Sorry I couldn't post the report yesterday. I literally passed out in the evening, as I haven't been sleeping well lately. But here it is:

The Summer update!

The Murderflood Overseer Diary Vuohiparta 203

3rd of Hematite

It us just a couple of days since I was appointed as the new overseer of Murderlood, after the premature retirement of Gwolfski. I am to remain in this position until next summer. I began writing this diary, as I've understood it's important to record what events have happened, and what plans have been carried out. And if any doom would fall upon us, at least someone would have a chance to discover what happened. There's a feeling of uncertainty in the air, as the news from the world outside our fort have been troubling lately..

I am not completely sure why the hardy folk here would have me, a miller and now farmer, appointed as an overseer, but I respect their wish and try to do my best to preserve our fortress. I came here as a total stranger, but I feel I've gotten close to some of the people here.

Spoiler: Friend list (click to show/hide)



I've drawn some construction plans now. I felt that, now that I am the overseer, it would be imperative to SEE OVER the fort. We do have some tall structures here, but they are mostly claimed by some of our previous overseers. Instead, I'm going to order something every overseer can use, if they wish so. I'm going to order the construction of.. an overseer tower!

Spoiler: The tower foundations (click to show/hide)



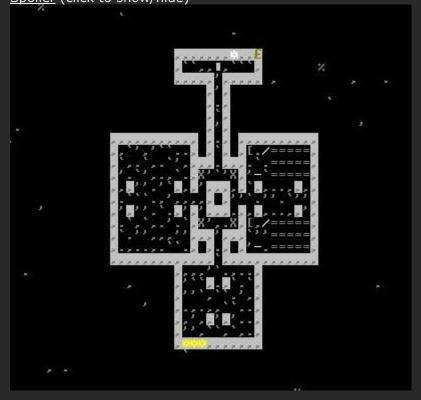
The northern bridges need rebuilding too, as they were disassembled after some trolls came through during the last siege. I think a few traps around them will be necessary.

Spoiler: Empty void that used to be a bridge (click to show/hide)



I've also heard we've unearthed some of this curious metal called "adamantine". I've never seen it before in my years, but I have heard legends of it. We also appear to have dwarves, who can process these things into a more usable form. I'm planning to set up strand extraction in the bear-containment halls. I'm also encouraging the miners to dig up more adamantine.

Spoiler (click to show/hide)



We're also running out of clothes, so something must be done about it. Apparently, we don't have much material for clothes-making though..

I've also began planning out a construction, which I dare not reveal until it's ready.

I personally think a year would more than suffice to achieve all this. There should be enough time for some other projects as well. Speaking of time, it indeed feels like every day passes slower and slower nowadays. Is it the reakktor, as some claim? Or is it all just in our heads? Nevertheless, I've felt that there's been too much time for thoughts lately.. I have to say I feel anxious about the future. We've been attacked many times already, by goblins, by titans, by the DEAD. We also had this bloody incident involving dwarfs-turned-bears, in which tragically, one of my kin was apparently killed. I believe there's not many of us left.. I haven't yet revealed the reason why we hide our identities. For now, it is for the best. There was one other of us too, he was brutally slaughtered by a giant dead toad in the caverns. Yes, the cursed lake which lies next to us causes foul things to begin roaming down in the depths.. I'm also starting to feel

the burden of my years. Sometimes I just cannot stop myself from thinking the fragility of life..

5th

Construction has begun well. Sarvesh tried to haul a block across our water-filled ditch. He dropped it in the ditch and left it there. I lectured him about efficiency. I hope he got the message.

6th

Litast, the nutcase, came across with a blank stare. She didn't quite get what I tried to say to her and just continued stumbling around, like if she was lost. I heard that's quite everything she does nowadays, so I let her carry on.

Spoiler: Cuckoo! (click to show/hide)

Litast Ilirunib, Cloudcuckoo
"Litast Joyrag"
Stumbling obliviously!, ?

No Job
Dabbling Thrower
Dabbling Discipline
Dabbling Observer
Dabbling Fighter
Dabbling Archer
Dabbling Wrestler
Dabbling Striker
Dabbling Kicker
Adequate Carpenter
Novice Pump Operator (Rusty)

c: Combat b: Labor m: Misc

8th

I inspected some of the statues we have waiting in the stockpiles. Some were grim, some quite peculiar. I'm not sure if I've ever seen a confused cactus before in my life.

Spoiler: Statues (click to show/hide)

This is an exceptional silver statue of 'CrA2Y UriSI' Tributetheaters.
The iten is an exceptionally designed image of 'CrA2Y UriSI' Tributetheaters the duarf and cavies in silver by 'Pyrotechno' Aznololin. 'CrA2Y UriSI' Tributetheaters is surrounded by the cavies.

FPS: 180 (49)

This is a nasterful silver statue of Rith Gildstake created by 'Pyrotechno' Aznololin.
The iten is a nasterfully designed image of Rith Gildstake the duarf and Obscureringed the duarf in silver by 'Pyrotechno' Aznololin. Obscureringed is striking down Rith Gildstake. The artwork relates the killing of the duarf Rith Gildstake by the zonbic duarf Obscureringed in the nidautum of 202.

FPS: 188 (49)

Ogranite statue of Xuspgas Ashevil

This is a masterful granite statue of Xuspgas Ashevil created by Tulon Daroslitast.

The item is a masterfully designed image of Xuspgas Ashevil the goblin and Sibrek Roomrans the Magical Syrups of Lurching the dwarf in granite by Tulon Daroslitast. Sibrek Roomrans the Magical Syrups of Lurching is striking down Xuspgas Ashevil. The artwork relates to the killing of the goblin Xuspgas Ashevil by the dwarf Sibrek Roomrans the Magical Syrups of Lurching with a steel short sword in Murderflood in the early summer of 205 during Ugotutu, "The Dangerous Onslaught".

This is an exceptional granite statue of 'Sir Humphrey Cactusson' Rocksruled.

The item is an exceptionally designed image of 'Sir Humphrey Cactusson' Rocksruled the dwarf and dwarves in granite by 'Gwolfsky' Zesîton Gusilstisträs Bal. The dwarves are refusing 'Sir Humphrey Cactusson' Rocksruled from the wastion of cautain of the guard of The

(It seems the picture got corrupted a bit for some reason, sorry for that)

10th

Strand extraction has finally begun!

1 E+h

Litast comes before me in the dining hall and shouts: "Humies!" Ah, so the human caravan has been sighted. And they are by the dozens. I hastily ordered some bins with finished goods and Nujux, our broker, to the depot.

20th

It took quite long for the humans to finish unloading goods. But as they did, Nujux decided to go on a conveniently timed break.

24th

The new overseer tower is starting to look very good. The northern bridges on the other hand remain unbuilt, even though I gave the order ages ago. I tried to find out to whom the task had been assigned. Then I saw someone crawling in the distance, making his way to the bridges. Gwolfski. I immediately went to him and relieved him from all physical labor. Paralyzed dwarves doing construction is not efficient at all! He insisted me to allow him finish his task, so I let him. Determined in spirit, even without functioning legs. Spoiler: Soon to be unemployed (click to show/hide)

26tř

Our broker Nujux finishes his break. The humans stand and loiter aimlessly around the depot. Nujux goes to bed. The caravan waits.

27th

Due to having only free time, Gwolfski arranged a party at his private bunker. I heard Taupe was the only one who attended. Is this how the relationships of overseers end up being?

28th

Nujux comes out of his quarters. Then Nujux goes on a break again. It think he isn't really fond of humans.

4th of Malachite

Nujux arrives at depot. Trading can FINALLY begin. I personally come to marvel at the massive amount of goods the humans brought! Bought leather and cloth to make pants. The situation is nearing critical, as some are already complaining they don't have any clothes anymore.. Bought some different varieties of beer and wine which I believe we don't have. It should cheer people up. Also loads of prepared organs and intestines from exotic animals. Why not? I want to know how a jaguar brain tastes like. And intestines are an important part of cuisine in the place I come from.

Apparently the humans thought we are bathing in wood, so they didn't bring any with them. Nujux said he double checked the goods. I decided to do the same, just to make sure he wasn't just being lazy. But no. Not a single twig. And apparently they don't want to sell their wagons for furniture industry. At the moment I proposed that, it felt like the wagons themselves began all staring at me, in a way only a piece of wood on wheels can do. At the end, I threw some of our worn clothing as our offer to the traders and they seemed to be perfectly pleased with the trade. Odd folk.

I've also put a few memorial slabs of some random goblins and a titan on our entrance. This is to show everyone what happens to invaders. Hopefully they stay away.

<u>Spoiler: This is Murderflood</u> (click to show/hide)



The second bridge at the northern gate is still unfinished. There's again someone crawling very determinedly out of our southern entrance. It's one of our Bomreks, an engraver.

"Where are you going?" I asked.

"Oh, hello. I'm just going to finish up that bridge on the other entrance"

YET AGAIN a cripple doing bridge construction. On the other side of the fort. Who hands out these orders?! I relieve her too from physical labour, yet she really wants to finish her task. Fine then, off you go.

Spoiler: -sigh- (click to show/hide) N, ' N. Bomrek Ebalgeshud, Engraver "Bomrek Reverefortress" Bomrek Ebalgeshud, Engraver "Bomrek Reverefortress" Creator of Ulåbakir Kuthdêng 110 neck head ະປິເ በበ~~~%~% Construct Building head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left foot
left foot Novice Hammerdwarf Accomplished Marksdwarf Dabbling Shield User Dabbling Armor User Expert Discipline Adequate Observer Novice Fighter Professional Archer Dabbling Wrestler Dabbling Biter left foot c: Combat b: Labor m: Misc -----MAN WAND WAND

25th

It seems I didn't pay enough attention to what has been dug near surface. A little channeling job done to our water canal punctured a.. hole?, connecting to another.. ?hole? below it. Now everything is flooding down to yet another hole?? with doors. The canal is drying, at least partly. I should have checked.. Time to build pumps.

13th of Galena

Case Litast has been walking into walls again, but now she doesn't speak anything to anyone anymore. That's quite much the only event we've had in these past couple of weeks. Except that there's a lot of mud now near our water canal. But the tower is nearly built! To be honest, I didn't expect it get done so quickly. Sometimes I feel proud to be a dwarf.

Spoiler: Are these two events related? (click to show/hide)
The fortress attracted no migrants this season.
→Litast Ilirunib, Cloudcuckoolander has slipped into depression...

Meanwhile, at the middle of nowhere in complete solitude, a badger got enraged at no-one in particular Spoiler: The thoughts of a badger (click to show/hide)

The Honey Badger has become enraged? →Honey Badger is no longer enraged.

17th Galena

I heard a sudden clamour from the outside. Tragedy! Atír, one of our gem cutters, fell from the top of the tower! There's blood everywhere! At least his death was swift. And one of our miners, Zas, was below him apparently. She too lost balance and fell. Her left arm is looking very bad, but her injuries seem not to be too critical. She might actually survive. Apparently they were both removing stairs used for construction, and it ended in this.

Spoiler: Atír's last moments (click to show/hide)

```
The Gem Cutter's lower body takes the full force of the impact, bruising the muscle and bruising the guts through the (troll fur trousers)? The Gem Cutter's right upper arm takes the full force of the impact and the part splits in gore? An artery has been opened by the attack? The Gem Cutter's left upper leg takes the full force of the impact and the part is smashed into the body, an unrecognizable mass? An artery has been opened by the attack? The Gem Cutter's left lower arm takes the full force of the impact and the part splits in gore? An artery has been opened by the attack? The Gem Cutter's right lower leg takes the full force of the impact and the part splits in gore? An artery has been opened by the attack? The Gem Cutter's neck takes the full force of the impact and the part is smashed into the body, an unrecognizable mass? An artery has been opened by the attack? The Gem Cutter's head takes the full force of the impact and the part splits in gore? An artery has been opened by the attack? The Gem Cutter's head takes the full force of the impact and the part splits in gore? An artery has been wenced by the attack? The Gem Cutter's right hand takes the full force of the impact and the part splits in gore? An artery has been opened by the attack?
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Spoiler: Zas lying unconscious (click to show/hide)



How fleeting life is.. This cannot bode well. I must continue the other project as swift as possible. I cannot help but think that this would've not happened if I hadn't ordered that tower built.. Was this actually my fault?

18th

punching the thing in the head. The result was, well.. messy. Why hasn't anyone married her yet? Can this sudden wildlife attack be yet another omen?

<u>Spoiler: This is why anger management is important</u> (click to show/hide)

```
The Honey Badger has become enraged!

Honey Badger is no longer enraged!

The Honey Badger has become enraged!

The Honey Badger attacks The Pump Operator but She jumps away!

The Honey Badger scratches The Pump Operator in the right lower arm, bruising the fat through the dog leather robe?!

The Pump Operator punches The Honey Badger in the left front leg with her right hand, bruising the muscle!

The Honey Badger attacks The Pump Operator but She jumps away!

The Pump Operator grabs The Honey Badger down by the first left rear toe with her right upper arm!

The Pump Operator takes The Honey Badger down by the first left rear toe with The Pump Operator's right upper arm!

The Honey Badger stands up.

The Pump Operator releases the grip of The Pump Operator's right upper arm on The Honey Badger's first left rear toe.

The Honey Badger attacks The Pump Operator but She jumps away!

The Pump Operator grabs The Honey Badger down by the fifth left front toe with her left lower arm!

The Pump Operator stakes The Honey Badger down by the fifth left front toe with The Pump Operator releases the grip of The Pump Operator's left lower arm!

The Honey Badger's fifth left front toe.

The Honey Badger stands up.

The Pump Operator releases the grip of The Pump Operator's left lower arm on The Honey Badger's fifth left front toe.

The Honey Badger's fifth left front toe.

The Honey Badger stands up.

The Pump Operator punches The Honey Badger by the left front paw with her right hand!

The Pump Operator punches The Honey Badger in the tail with her left hand, bruising the muscle and bruising the left lung!

The Honey Badger stands up.

The Honey Badger gives in to pain.

The Honey Badger falls over.

The Pump Operator proches The Honey Badger by the second right front toe with her left upper arm!

The Pump Operator proches The Honey Badger in the head with her right hand on the injured part explodes into gore!

An art
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20+6

Zas walked by herself to the hospital, as no one came to recover her. She shows true resilience.

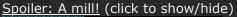
25th

Îton Gusiladil began speaking in tongues and claimed a clothier's shop! I wonder what will come out of it.. Also, I hear our first adamantine wafer is on it's way to a smelter. This is getting exciting!

Spoiler: Possessed (click to show/hide)

28th

Tomorrow marks the beginning of autumn. The summer was quite uneventful, except for the tragic death of Atír.. But the good thing is that Zas has already gotten out of hospital and is doing quite fine. Her arm doesn't yet function as well as normal, but she can do dwarven labour without problems. Buildings have mainly progressed very swiftly. The overseer tower is practically complete, it just needs furnituring. The other project is doing fine also. Adamantine will eventually be put to use. We also have a mill now! For what is a miller without a mill? It also became quite apparent that we need to build a decent roof on our main building.





I can say that I feel optimistic about the future, although some of the past events keep troubling me. Just hopefully there are no storm clouds coming our way..

Phew, it turned out to take quite longer than I thought it would. And yeah, I think I should decrease the amount of screenshots. The editing and linking alone was way too time consuming. I have a fort of which I planned to make a story out of at some point. But now every time I look at the amount of screenshots I've taken of it makes me forget about even thinking of writing anything at all :D I also tend to take screenshots just for fun and they are all in the same folder, which was a terrible mistake. Thankfully I understood to make a new folder for Murderflood's pictures..

No migrants again.. It's getting a bit worrying. Those messages shouldn't be caused by the population cap, should they?

Nice update. I'm just glad that things are moving along after a lull.

Quote from: Vuohijumala on December 15, 2015, 09:38:04 pm

No migrants again.. It's getting a bit worrying. Those messages shouldn't be caused by the population cap, should they?

The time warping effect of the lake and the undead that have risen because of that are literally blocking us from outside help. There's probably a time bubble around our fortress now that steers migrants away; migrants try to enter on one side, but are sucked into a space-time anomaly and are deposited out on the other end without ever encountering the fortress. Don't ask me how invaders and traders are able to find their way here, probably some kind of loophole in space-time physics that excludes them from being blocked because they have prior site knowledge before the time warping occurred or some other nonsense of that kind.

But yeah, it's probably the site pop cap bug, namely there are probably over 3000 in the units list (total alive + total dead).

Did you manage to find the lever rooms? There is the one that controls the two above ground entrances in the main complex, then there is the other one in the south west tower that manages the well, magma cisterns and magma dike. Feel free to fill the magma dikes in, you can do it with dorfpower if you disdain messing with the reactors.

Also, if you have time, feel free to dismantle the pipeline (and pump) that feed into the pool of lava to the southwest (supposed to be a forge, but I didn't get round to finishing it. Oh well, we have yet another another forge now) You can dismantle the blue walls to the south of the pool on that side as well, they were supposed to act as drainage in case of magma overflow.

Spoiler (click to show/hide)

The pipeline is to the top right hand side of the picture (pump not pictured but on the same side) and the blue walls are self explanatory. You are welcome to finish up what I started and construct a forge over the lava pool by flooring over the relevant parts.



Last of all, just a heads up, but make sure you have trade goods for autumn, I made a huge order last year.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on December 16, 2015, 12:31:40 am

I have a script to solve the migration issues. Sadly my graphics card is currently dead, but I should be able to fix some issues before the next turn, if we truly need more migrants. Altho I'd like to do it once the ingame events fit this concept, instead of just running the thing as soon as possible.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on December 16, 2015, 01:07:05 am

Quote from: Taupe on December 16, 2015, 12:31:40 am

Altho I'd like to do it once the ingame events fit this concept, instead of just running the thing as soon as possible.

I'm pretty sure there is no immediate danger of dying yet if we are careful.

I kinda like the *Weatherwires*-like impact this is having. First, the gobbos cut off the mountainhome from its settlements by taking them over, then they bring down the mountainhome itself while it is stranded without hope of reinforcements. Now, the sentient lake follows this fine example set by the gobbos and uses its *powers* to isolate us from reinforcements, while amassing an army in the caverns to take us down.

They are colluding aren't they?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on December 16, 2015, 02:57:24 am

Quote from: Zuglarkun on December 16, 2015, 01:07:05 am

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They are colluding aren't they?

Yes. I like how this is progressing.

Also...Nujux? You guys fired me from the broker position to appoint that dude?!?

Other also: It's nice to see the bear-containment facility resurface with a new purpose.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on December 16, 2015, 07:06:27 am

Quote from: Zuglarkun on December 15, 2015, 10:57:48 pm

Did you manage to find the lever rooms? There is the one that controls the two above ground entrances in the main complex, then there is the other one in the south west tower that manages the well, magma cisterns and magma dike. Feel free to fill the magma dikes in, you can do it with dorfpower if you disdain messing with the reactors.

Also, if you have time, feel free to dismantle the pipeline (and pump) that feed into the pool of lava to the southwest (supposed to be a forge, but I didn't get round to finishing it. Oh well, we have yet another another forge now) You can dismantle the blue walls to the south of the pool on that side as well, they were supposed to act as drainage in case of magma overflow.

Spoiler (click to show/hide)

The pipeline is to the top right hand side of the picture (pump not pictured but on the same side) and the blue walls are self explanatory. You are welcome to finish up what I started and construct a forge over the lava pool by flooring over the relevant parts.



Last of all, just a heads up, but make sure you have trade goods for autumn, I made a huge order last year.

Yeah, I found the lever rooms. Much confusion was had. But as most of the levers are properly marked, I should be able to know which does which. There's just so many of them.. I'm planning to continue pumping magma when there's enough workforce free from construction.

I could also finish the forge area. Possibly make the other surface forge mainly for training and give only our best smiths access to the other. I'm not quite sure what to do with the underground forge. I think it's a good thing to have, in case the surface world got engulfed in flames or blood or something like that.

Quote from: Taupe on December 16, 2015, 02:57:24 am

Also...Nujux? You guys fired me from the broker position to appoint that dude?!?

Apparently: D I'm giving him another chance to prove his worth when the next caravan arrives.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on December 16, 2015, 08:03:38 am

Quote from: Vuohijumala on December 16, 2015, 07:06:27 am

I'm not quite sure what to do with the underground forge. I think it's a good thing to have, in case the surface world got engulfed in flames or blood or something like that.

You could certainly do that, but the underground forge is unreliable due to all the magma pumping. This will become apparent once you resume pumping activities. The area it draws magma from is not connected to the edge meaning no magma source, so the magma pumping one level below it will gradually deplete the magma on the level above it.

Alternatively, you can also make a one tile channel on top of the magma pipeline leading to the magma forge cistern that Gwolfski created then create a pond zone one z-level above ground level to obsidian seal the forge once it is 7 deep. This will ensure that no magma leaks out even when the pump stack stops operation or if we need to drain the magma dike for some reason. That way we will have two fairly permanent forge areas.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on December 16, 2015, 11:40:57 am

I fired you, because at the time, you had three or four different jobs, and were in the military. I figured it was better to put someone else in as broker, than pull you out of the military.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on December 20, 2015, 08:02:59 am

Zuglarkun prods Vuohijumala in the upper body with his left elbow, bruising the right floating ribs!

Any progress as of late?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on December 20, 2015, 07:21:42 pm

Quote from: Zuglarkun on December 20, 2015, 08:02:59 am

*Zuglarkun prods Vuohijumala in the upper body with his left elbow, bruising the right floating ribs!

Any progress as of late?

Vuohijumala is having trouble breathing!

Sorry, I got stuck at the autumn. I've been ill lately and had a nasty fever, so I've not had the energy to do anything meaningful in the past few days. I did continue the save a bit today. I do fear I might not make it through the whole year within the 2 week timeframe, but I'll do my best. We've been made a barony by the way. Selection was made randomly. Now there's a pump operator suddenly gone posh. There's also a faint stench of rotting babies in the air. All's good.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on December 20, 2015, 07:59:52 pm

If you can't make it to summer, perhaps stop at the end of winter? If only to put us back on proper schedule.

I know all about being too sick to concentrate though.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on December 21, 2015, 10:19:14 am

Quote from: Triaxx2 on December 20, 2015, 07:59:52 pm

If you can't make it to summer, perhaps stop at the end of winter? If only to put us back on proper schedule.

I know all about being too sick to concentrate though.

I was thinking about that as well. Thankfully the fever seems to be gone for good. My nose is still flooding, but that doesn't stop me from playing. So I'll try to get as much done as possible. Things have also just become as interesting and fun as an eyeless bison which SPITS WEBS can be. And it appeared almost as near of our southern entrance as possible. There's also a dwarven caravan still hanging around. I think they might not be coming next year.

I'll go buy some food. After that, I'll start counting the bodies.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on December 21, 2015, 11:28:38 am

Quote from: Vuohijumala on December 21, 2015, 10:19:14 am

Things have also just become as interesting and fun as an eyeless bison which SPITS WEBS can be.

Spoiler: sorry couldn't resist (click to show/hide)



Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on December 21, 2015, 02:02:07 pm

Quote from: Zuglarkun on December 21, 2015, 11:28:38 am



Yeah, hum... gonna go ahead and quote that.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on December 22, 2015, 05:26:26 pm

Autumn is coming to it's end. I'll propably have a report for tomorrow. I think it's fair to inform already that Flame is dead. De is also missing his other foot. The depot is a complete mess full of webs, blood, corpses and bitten off heads. Also totally smashed in heads on mangled corpses. Some of our finest soldiers also lie dead. And the newly appointed baroness and her husband also. The titan took a

huge beating before it saw it's best for it to die. And of course, after all the bloodshed, I came up with a plan which might have prevented the deaths of all our fortress casualties (somewhere around 7-8)...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on December 22, 2015, 05:32:11 pm

am i alive?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on December 23, 2015, 11:31:37 am

Quote from: Gwolfski on December 22, 2015, 05:32:11 pm

am i alive?

Yes. The rest of our named dwarves survived unscathed (which is quite a miracle, as many were fighting the titan). Physically at least. Not sure about anyone's mental condition anymore...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on December 23, 2015, 06:48:26 pm

Behold!

The Autumn Update

Continuation to Vuohiparta's overseer diary Murderflood 206

1st of Limestone

Autumn is here. New sets of plans shall be put into motion. The northern bridge is quite defenceless, so we must improve the situation. We'll begin with a few traps.

Zuglarkun made a few suggestions. He reminded me of the dike. Yes, magma pumping shall continue after all major construction has been finished. He also pointed out that we have a large pool of lava which was meant to be utilized as another magma forge area. I approve the plan for a new forge area construction. We do have two other forge areas already, one in the caverns and one on the surface. I don't think the cavern forge is even used anymore. We'll make the new forge for our most talented smiths!

Also, this fellow Blitz Gamer came to me. He's been working on strand extraction, but he feels he should be the one making weapons out of adamantine. I asked him about his previous experience and skills in metalcrafting, and turns out he's dabbling at best.. Spoiler: A look at Blitz's skills (click to show/hide)

'Blitz Gamer' Nisgaklorbam, "'Blitz Gamer' Frostystandar Extract Metal Strands
Dabbling Tanner
Novice Brewer (Rusty)
Dabbling Clothier Legendary Cook
Legendary Cook
Dabbling Herbalist
Competent Furnace Operator
Dabbling Strand Extractor
Dabbling Weaponsmith
Competent Stone Craftr (Rsty
Novice Glassmaker (Rusty)

I reminded him of his present occupation and emphasised the importance of it. Then he offered me a roast he had made:

Spoiler: Blitz's cavern dweller roast (click to show/hide)

This is a masterfully prepared prepared giant tick intestines roast created by 'Blitz Gamer' Nisgaklorbam. The ingredients are exceptionally minced crundle meat, superiorly minced crundle tripe, exceptionally minced reacher meat and exceptionally minced prepared giant tick intestines.

..which tasted wonderful! I guess I could give him permission to at least train himself in smithing, now that we are going to have lots of forges. I asked him what was in the food. Giant tick, crundle and reacher bits. Wait, haven't all those cave creatures been a bit rotten recently?

There's a baby gone missing. Someone recalled Bomrek shouting at one point during the ditch pumping operation (with the result of flooding the area) that she couldn't find her baby. She continued working as normal, so everyone made the assumption that everything is

Spoiler: Missing baby is a dead baby (click to show/hide)

Likot Tosidiseth, Dwarven Baby has been missing for a week.

Litast is really losing it quite often. Maybe we should improve her living conditions?

Someone spotted a cloud of foul mist rising from the lake. It doesn't seem to be coming at our direction however.

11th

Another mist cloud appeared nowhere near anything. There are giant ravens flying around our fort, but they don't seem to move towards the lake. I hope they never will.. And there's figures in the distance. The dwarven caravan! And our liaison is seen running away from a giant thing.. which looks like a louse. It also flees in terror.

12th

Gwolfski told he almost had a heart attack, as the giant louse apparently scaled our walls and entered his bunker. The weapon traps made it burst. There's all sorts of louse slime and ichor all around. Maybe we should build traps on every door entrance, just in case.. Spoiler: Here we have a giant louse, moving on top of the walls of fortress Murderlood. (click to show/hide)



14th

Our liaison, Vucar, offers us to be made a barony! This sounds great! Although, I don't know who would be suitable. Vucar says he is in a hurry and a decision should be made quite quickly. I open the latest fort census records, close my eyes and randomly point a name with my finger. Ilral, pump operator and a marskdwarf, you shall be made baron!

Spoiler: Baron lottery. It could've been you! (click to show/hide) Merit deserves a reward, and I come empowered to establish this colony as an official land of our realm. Do you have any dwarves to recommend for elevation? Edzul Ellestolin: a - I can scarcely believe this good news! I have some recommendations. b - Flattering, but we'd rather maintain our distance from the homeland. A Barony Stoneworker Kol Astisthob Swordmaster Sibrek Mosusdetes Arothudib Gukil Swordmaster Sibrek Mosusdetes Arothudik Engraver Dumat Utharshem manager Rith Urdimkogan Hammer Lord Shorast Shintirist Engraver Bomrek Ebalgeshud militia captain Meng Kekathònul Pump Operator Ilral ònulíkthag Hammer Lord Doren èrithnoram Cactus 'Sir Humphrey Cactusson' Idilid militia commander Solon ìtdùndomas Mason Mebzuth Domasvúsh Planter Adil Lokumistbar Brewer Urist Idtost mayor Edzul Ellestolin Furnace Operator Rakust Eralônam the Furnace Operator Rakust Eralônam Mechanic Ablel Ozkaklitast Edzul Ellestolin, mayor has been re-elected.

Vucar tells me the world is the same as ever. The mountainhome wants desperately to buy goblets from us. I tell him we need at least leather and wood. Trade agreements are signed.

15th

Barony established. Ilral came to me and made it clear that her living quarters are not suitable for someone of her importance. She also wants an office, her own dining room, and a tomb. Fine, I'll try to figure something out.. The last pack animal has arrived at the depot and Nujux hurriedly finishes his drink and starts making his way towards the depot. I hope he doesn't get lost. There's also a foul stench around the unrevealed construction.. Something rots.

Spoiler: Smells like Murderflood (click to show/hide)



16th

Thob finally found Likot, the missing baby. He saw the body from top of the unnamed construction, drowned in one of the water-filled holes near the ditch.. That's where the stench was coming from.. Apparently the baby's mother, Bomrek, is not moved at all. She actually denies that her baby is dead.

"Thob saw the body! It's your child!"

"It's not! I know he's around playing somewhere. Stop wasting my time! Unless I see her dead, she's not dead!"

"Come! I can show you!"

"No! I will not abandon my task! Now scram before I punch your head in!"

"Aye, mam.."

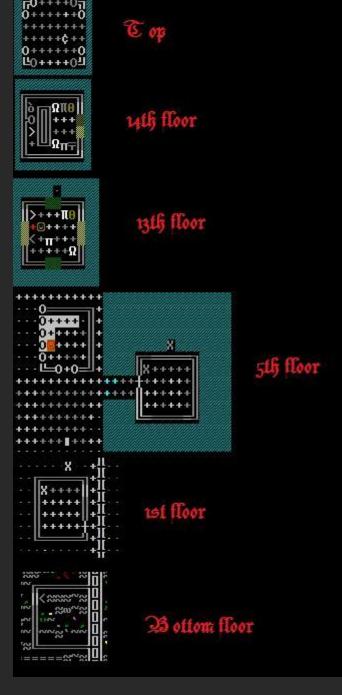
18th

Nujux is at the depot. Earlier than ever before. Now we have WOOD. Also bags. Bought more leather. Apparently the mountainhome only has polar bear and yeti leather nowadays. Has it always been so? Got rid of all our worn clothing and a few not so valuable gems. Our possessed clothier gets finally some leather for his needs also.

20th

The overseer tower is finally finished! Someone had decided to postpone hauling a couple pieces of furniture for an indefinite amount of time, so finalizing took longer than it should have. But now, it's done! And just by sheer coincidence, it happens to also be the tallest building on Murderflood!

Spoiler: It's a tower! (click to show/hide)



The tower has connections to the dike walls from 1st floor, and to the New Murderflood-building from 5th floor. The 13th floor is dedicated for overseers who wish to live there during their watch. And as you can see, I built a humble abode for myself on the 14th floor. Some haulers DEMANDED I take those two silver statues, so I didn't say no. It would've been a long way back. There's also a contraption in my room for personal purposes. I have to remember to mark that lever as inadvisable to pull. The bottom floor isn't floored yet, in case someone wants to dig a hole there and drop goblins in it from the top or something. You can also see the new baron quarters being built on top of New Murderflood.

28th

Limestone's last day. No major events so far. Everyone is quite much concentrating on construction.

3rd of Sandstone

Îton Gusidalil has begun a mysterious construction! People say he has gathered a lot of blocks and llama cloth. Also some gems and bones. Sounds.. nice.

6th

Just when I thought we were having things nicely here and my mind had somewhat begun to set aside constant fear, wilderness spews out another foul beast upon us! An eyeless bison with leathery wings has been spotted near our southern entrance. Someone even saw it spewing webs! Armok, have mercy!

Spoiler: The Hill Titan has come! (click to show/hide)

The Hill Titan Quithe Lulorifafa Idare Zepave has come! An enormous eyeless bison. It has thin wings of stretched skin and it moves deliberately. Its crimson hair is long and shaggy. Bevare its webs!

Press Enter to close window

Spoiler: This is where it appeared. There's bound to be blood. (click to show/hide)



As I got over from the initial mind numbing terror, I summoned our militia commanders. A battle plan was made. As a direct attack against the creature would be very hazardous due to it spitting webs, we are planning to trap it! I fear nothing can save our caravan. The beast will quickly reach them. We will have to sacrifice them to ensure our survival..

When the beast has itself occupied on the depot, we'll raise all the bridges. Then, our marksdwarves can take shots at it from the battlements. Sadly we don't have magma in the entrance dike section yet, but I'll order it be pumped immediately. Everyone nodded. We have to be able to act quick.

The beast starts moving straight towards the southern entrance. As soon as the few who have been hauling things from the depot get off the inner bridge, a lever is pulled. Ahem, the lever is pulled. What, the merchants are almost dead already?!

Spoiler: Those hooves... (click to show/hide)

The Hill Titan kicks The Macedwarf in the head with its right rear hoof and the injured part collapses!
An artery has been opened by the attack!
The Macedwarf is propelled away by the force of the blow!
The Macedwarf's head skids along the ground, bruising the muscle through the ((large rat leather hood))!

The Macedwarf slams into an obstacle!

<u>Spoiler: ..are pure MURDER</u> (click to show/hide)

```
hand, bruising the fat!
The Hill Titan locks The Merchant's right wrist with The Hill Titan's left wing!
The Merchant punches The Hill Titan in the upper body with his left hand bruising the fat and bruising the right lung!
The Hill Titan is having trouble breathing!
The Merchant punches The Hill Titan in the right wing with his left hand,
The Hill Titan releases the joint lock of The Hill Titan's left wing on The Merchant's right hand.
The Hill Titan releases the grip of The Hill Titan's left wing on The Hill Titan releases the grip of The Hill Titan's left wing on The Merchant's right hand.
The Merchant punches The Hill Titan in the left wing with his left hand,
bruising the skin!
The Merchant kicks The Hill Titan in the left rear hoof with his right
foot, bruising the muscle!
The Merchant punches The Hill Titan in the upper body with his left hand bruising the fat!
The Merchant is propelled away by the force of the blow!
The Hill Titan releases the grip of The Hill Titan's right wing on The Hammerdwarf's ((great horned owl leather right mitten)).
The flying ((bismuth bronze bolt)) strikes The Hill Titan in the upper
body, tearing the muscle!
Ber Adilidash, Hammerdwarf has been found dead.
Goden Limulònul, Merchant has been found dead.
The Hill Titan releases the grip of The Hill Titan's right front leg on The Merchant's ({draltha leather left glove}).
The Merchant is propelled away by the force of the blow!
The Merchant attacks The Hill Titan but It scrambles away? The Hill Titan shoots out thick strands of webbing?
The Hill Titan throws The Horse by the right front leg with The Hill Titan's right front leg!
The Horse misses the mill littan:
Uzol Amostalak, Merchant has been found dead.
The Horse misses The Hill Titan!
The Marksdwarf has been knocked unconscious!
The Marksdwarf is propelled away by the force of the blow!
The Horse kicks The Hill Titan in the left front leg with his right rear hoof, bruising the muscle!
The Horse attacks The Hill Titan but It scrambles away!
The flying ({bismuth bronze bolt}) strikes The Hill Titan in the upper body, tearing the muscle and bruising the left lung!
The Hill Titan releases the grip of The Hill Titan's right wing on The
```

The creature is also seen biting heads off! SOMEONE PULL THE LEVER ALREADY! ..then a mason finally comes to save the day. The bridges go up. Actually the titan has taken many nasty looking hits. The few remaining merchants might be able to get through this. There's a marksdwarf persistently shooting the creature.

8th

Even after fierce resistance, the titan emerges victorius. It has taken many gruesome wounds. Our marksdwarves don't seem to be able to get to a good shooting position from the battlements, so a change in location must be done.

Îton comes to us in the midst of all the chaos and shows us the thing he has been working on. It's.. a hood. It does have some empowering images on it. Good work, Îton!

Spoiler: The hood (click to show/hide)

This is a llama wool hood. All craftsdwarfship is of the highest quality. It is decorated with llama wool and polar hear leather and encircled with hands of zinc, octagon cut citrines, round tetrahedrite cabochons and oval rhyolite cabochons. It is made from llama wool cloth. This object menaces with spikes of granite. On the item is an image of a rambutan tree in llama wool. On the item is an image of Kuspgas Gleanedhexes the gobbin and Ushat Faddlednet the down't in cow home. Ushat Faddlednet is striking down Kuspgas Gleanedhexes. The artwork relates to the killing of the gobbin Kuspgas Gleanedhexes by the dwarf Ushat Faddlednet with a copper crossbow in Murderflood in the early sunner of 265 during Ugotutu. The Bangerous Onslaught".

"We'll be leaving soon", says one of the few merchants who managed to run away to the fortress. Fine. Go if you wish to DIE.

The titan lies against the depot wall. It's having trouble breathing. Then I hear one of the marksdwarves ask: "Hey, did anyone remember to bring any bolts?"

This can't be happening.

11th

Everything is at standstill. The red-haired nasty winged bison monster just stands there. Something must be done. We must get rid of it. A new plan is made. We are going to lure the creature in. We have some dwarves ready to take the first blow. The creature will propably shoot web at them. At the same time, three squads will flank the thing and will hopefully evade the webs. Everyone is preparing mentally for the worst.

Spoiler: Squad positions (click to show/hide)



12+h

The inner bridge is lowered, but the beast doesn't seem to like the idea of moving anywhere. We need a lure. And a lure walks right in. "We're not going to wait any longer. We're leaving!", says one of the last merchants. I command the second bridge to be lowered. We won't stop you.

1.1+h

The merchant has decided not to move anywhere. We'll wait.

16th

The merchant has gathered himself. Yes, you must do it. It is for the best. He starts his journey towards the southern gate. Suddenly we all realize that the titan has disappeared when we all looked away! A groan is heard from the dike.



Release. The. Magma.

17th

Îton is dead. He went to the depot and somehow fell into the dike. Just one bite and his head flew a thousand yards.. And to make matters worse, the titan just climbed out of the dike back to the depot. Now it's chasing the merchant's horse. It's coming in. Prepare yourselves!

18th

Quithe, the hill titan is dead. It is done. Our baroness is dead, as is her husband. Some of our finest warriors lie motionless in blood.. Flame II, one of our finest smiths has also perished. There's so much death.. Again. The battle plan worked, although the forces met with the titan just before the ramps which would've allowed flanking from the north. The squads positioned south managed to evade the webs and surrounded the beast. And what a beating it took.

Spoiler: This image is as messy as was the fight (click to show/hide)

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The Suprimentary purches The Hill Titan in the left was been found dead.

The Suprimentary Supri
```

No one is quite sure who gave the last blow, as it propably bled to death. But it is generally accepted, that De killed the beast. Spoiler: The Titan Destroyer (click to show/hide)

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This is a masterful steel battle axe created by 'Flame II' Sosadzon.

One Kill

Quithe Oakenglades the Clod of Tundras the hill titan, d. 206

Slayer

'De' Swordjail the dwarf, one kill
```

De is looking pale. The beast ripped his other foot off. But he'll live. I heard that the doctor just gave him a crutch and let him go.

The slowly moving magma engulfs Îton's body in the dike, which then bursts into flames. Îton, why did you go there? On the other hand, did I remember to specifically order no one to enter the outer perimeter? Would the titan just have held his position in the dike if Îton had stayed in? Did I fail again?

Spoiler: And who's going to clean this up? (click to show/hide)



All the debris that has fallen in the dike creates a huge amount of smoke and mist. Hot air can be seen floating and vibrating all around the trade depot. If the titan would've stood there now, it would have roasted alive. But I let it in. If ever, I wish I could turn back time..

19th
Rest in Dacite, victims of nature's savage fury
17-18th of Galena
206

Îton Gusiladil, Carpenter
Asën Eshtânusen, Mace Lord
Doren Èrithnoram, baron consort
Mebtob Kíddirasën, Spearmaster
Solon Ìtdùndomas, Hammer Lord
Tobul Unibinod, Leatherworker
'Flame II', Metalsmith

Quithe Lulorifafa Idare Zepave, the Eyeless Bane of Dwarves

3rd of Timber

It has started raining. We sure don't get rain a lot here.. Åblel has also grown up a bit. He's now a child. It's nice to hear something that's not always related to death.

10th

A horrible scream resembling a neigh echoes from the dike walls. It's a caravan horse that had fallen in the dike. A pillar of smoke rises. The helpless neighing intensifies. Everyone hears it. Then it stops, gradually. Finally, there's the smell of burning flesh and hair. There's a certain look on many faces around here. I think we are all trying hard not to end up like Litast.

12th

Lava has reached all ends of the dike portion we are filling. Now we'll have to wait for it to rise. All construction is progressing very slowly now that everyone is pumping.

15th

Obok has also grown up. He doesn't seem to be affected by anything at all. It's what this place does.

Spoiler: There's a void instead of feelings (click to show/hide)

Obok Nishmesir, "Obok Tradeshowers", Dwarven Child "Wouldn't it be grand to just take my life off and do nothing for the rest of my days?' Within the last season, he felt satisfied after receiving water. He didn't feel anything after seeing the hill titan Quithe Oakenglades the Clod of Tundras die. He didn't feel anything after experiencing trauma. He didn't feel anything after seeing 'Flame II' Ivoryhelm die. He didn't feel anything after seeing Boolon Charnguilds die. He didn't feel anything Medtob Ardentgravel die. He didn't feel anything after seeing Boolon Charnguilds die. He didn't feel anything after seeing Medtob Ardentgravel die. He didn't feel anything after seeing Boolon Charnguilds die. He didn't feel anything after seeing Boolon Charnguilds die. He didn't feel anything after seeing Bömbul Gearedgleams die. He didn't feel anything after seeing a horse die. He didn't feel anything after seeing a horse die. He didn't feel anything after seeing a horse die. He didn't feel anything after seeing a pak cow die. He didn' is one year old, born on the 15th of Timber in the year 205. is skinny. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His very ng hair is braided. His ears are fuse-lobed. His brass eyes have very thin irises. His hair is russet. His skin is brown. He is quick to heal.

Obok Nishmesir likes cassiterite, tin, red beryl, giant leopard seal leather, the color russet, leggings and cows for their haunting moos. When possible, he prefers to consume mink, date wine, kangaroo's milk and maize flour. He absolutely detests jumping spiders.

He has a good feel for social relationships and so ability to read emotions fairly well, but he has a shorters of patience, an iffy memory, an iffy sense for Like others in his culture, he has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, really respects those that take the time to master a skill, deeply respects those that work hard at their labores, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial provess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally sees the whole pursuit of art as silly and doesn't particularly care about craftsdwarfship. He dreams of raising a family. ising a family.

strongly prefers discussions of ideas and abstract concepts over handling specific practical issues. He prefers to be alone, strongly prefers discussions he likes to brawl. He prefers to present himself modestly. He doesn't often feel envious of ot preseverance. He can handle stress. He prefers that everyone live as harmoniously as possible. He can easily fall in love or descriptions of the can easily fall in love or descriptions. He confident of his abilities when undertaking specific ventures. He needs alcohol to get through the working day and some. He does not mind being outdoors, at least for a time. He doesn't really care about anything anymore.

I order a halt in pumping, as everyone is going on breaks unrhytmically, which just keeps stopping the magma flow. We'll get back to it. Our pumping force walks back in a line, passing all the dead bodies still lying in our courtyard as there were no people around to place them to rest. I can sense so many little pieces of sanity flying away from many weary minds.

19th

"Hey! If there are no merchants around here, doesn't it mean there's loads of free stuff lying in our depot?"

Yes, there is. Fine. Go.

A short, sturdy creature fond of drink and industry.

"Now, who's a good badger? Who's a good bad.. Ow! Hey! *groaning*"

Another badger with a head bashed in, now by Meng from our militia. Pyrotechno ran away from the site the moment the badger showed it's teeth. Maybe he was the wisest of them all. Everything that lives around here seems to want us dead.

22nd

Our graveyard is full. It's true. All those rows of coffins are already filled. "Gladly", we have a large surplus of coffins. There's a coffin for all of us.. There's one for me too.. waiting...

28th

This horrible autumn is coming to it's end.. Right now at this day, we have two construction projects almost finished. Here's the new forge area:



There's some room for expansion, although I like to look at all that magma.

The yet unrevealed construction is also done. It just needs that final statue. We'll be filling the dike again soon.

We lost almost ten fine dwarves during this season.. The caravan from the mountainhome was totally annihilated, save a couple of horses. The newly appointed baroness is already dead too. I fear this might not be taken lightly at the capital. And it's been quite a long time since we even got migrants...

They can't just abandon us here, can they?

Winter is coming.

Another pile of bodies! I wonder what's next. I think I can make it through winter with relative ease, unless there's yet another attack. There's not so much construction left to do, so I'll propably concentrate more on filling the dike. It was also interesting to notice that my laptop can run Murderflood at 20FPS, compared to my desktop which reached only 12..

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on December 23, 2015, 07:10:24 pm

DAMMIT I DIED AGAIN GIMME ANOTHER DWARF

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on December 23, 2015, 09:44:05 pm

Welp. Looks like *somebody's* getting assassinated.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on December 24, 2015, 12:39:17 am

More importantly, looks like someone can possibly make some fine silk socks to commemorate our narrow victory?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on December 24, 2015, 01:09:18 am

Hmm. I didn't notice that the baron died as well. That's got to be some kind of record. Can a promoted baron title be inherited? You're certainly able to gain barons from other sites by inheritance, but I don't think I've ever seen a local noble die and someone inherit the title.

Asmoth's Journal

I need to look into this Vuohiparta character. I had anticipated the possibility of needing to kill the deranged cactus to secure my claim on Murderflood, but I didn't see what actually happened coming. To be fair, the overseer asking for some random plebeian to be accepted into the nobility and then killing them off a month later was a bit out of the blue. Perhaps I could use the militia's low morale after all those deaths to rally them and perform a military coup? No. Rash action might make me feel better in the short term, but it just makes my goals more difficult to achieve. This has been a setback, certainly. My final victory will be more difficult, but it is still far from beyond my reach. And once I achieve it... well, then some revenge might be in order.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on December 24, 2015, 06:24:00 am

add me to the turn list if i aint there

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on December 24, 2015, 08:45:06 am

Quote from: Deus Asmoth on December 24, 2015, 01:09:18 am

Hmm. I didn't notice that the baron died as well. That's got to be some kind of record. Can a promoted baron title be inherited? You're certainly able to gain barons from other sites by inheritance, but I don't think I've ever seen a local noble die and someone inherit the title.

Yeah, I definitely didn't plan for this to happen. It would've been nice to keep a baron around. The wiki is telling the same about succession. If an appointed baron dies, no-one inherits the title, which totally needs fixing. It also prevents the appointments of count and duke. So, the only way to gain a baron now is by random inheritance. If this was one of my own forts, I would've probably savescummed already..

I guess we could try to attract our monarch? We do need migrants though.

Quote from: TheFlame52 on December 23, 2015, 07:10:24 pm

DAMMIT I DIED AGAIN GIMME ANOTHER DWARF

Yes, I'm sorry. You desperately wanted to punch the titan in the face. What kind of a dwarf you'd prefer?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on December 26, 2015, 08:43:16 pm

Quote from: Vuohijumala on December 24, 2015, 08:45:06 am

Quote from: TheFlame52 on December 23, 2015, 07:10:24 pm

DAMMIT I DIED AGAIN GIMME ANOTHER DWARF

Yes, I'm sorry. You desperately wanted to punch the titan in the face. What kind of a dwarf you'd prefer?

Possibly one with stronger arms? :P (Or maybe more resistant to getting killed and set on fire)

Anyway, I've heard that the DF2014 saves are compatible with the new version....so when it's been patched a bit more.....should we migrate over and hope for some bugs to get squashed, or stay with what we know works (more or less)?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on December 27, 2015, 06:34:55 pm

Nah, don't bring it over. Also, give me our best unclaimed smith and train them up more.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on December 27, 2015, 08:12:53 pm

I'm not sure about version changing either. We might end up with more problems, even if the saves worked.

Also winter is done. I'll dorf Flame and write a report tomorrow. I'll also end my turn and post the save. There's also been a certain kind of a., plot twist. It seems I have given some false information in my latest update. I'll give a hint: the memorial list of the titan attack casualties is totally correct.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on December 27, 2015, 09:26:00 pm

Which is what happened to the previous one.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on December 27, 2015, 10:02:59 pm

Fuck version changes.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on December 28, 2015, 02:24:04 am

Yeah... let's not be hasty and port the save over to the new version. Things are running fine at the moment, so let's not spoil what we have going here. Besides we will be missing some of the new features because the world was genned in the old version.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on December 28, 2015, 05:56:31 pm

The Winter Update

Continuation to Vuohiparta's overseer diary 206

2nd of Moonstone

At least this early winter begins with positive news. Our most important construction is done. May I present you:

Spoiler: The Temple of the Bear! *BÖRH BÄRH* (click to show/hide)



The ground floor has an image of a bear paw in bronze and silver. One of our Thob's dared to claim, that it doesn't actually resemble a bear paw at all! I bet he can't even draw a square.. Right now, the ground floor serves as a temporary refuge for all the animals we rescued from the titan carnage. In the future, when we hopefully get more bears, this shall be their sacred ground. Upstairs, there's a room for someone willing to take care of the temple and it's residents. There's also a statue of Zon, our God of Mercy. There are some other statues too, which depict our history with bears. I hope this building will grant us both divine, and ursidaean favor, thus protecting us from evil. Did I tell you that bridge is completely made of silver?

There's not much construction left to do. The northern gate defenses need finishing. After that, we'll continue with magma pumping.

I guess we also have an empty tower now ready. It was meant for the now deceased baroness and her husband. I really can't figure out much use for it now..

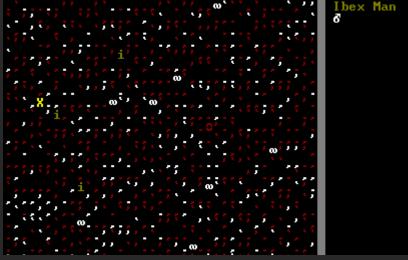
3rd

We've run out of raw adamantine. I order the miners down to mine us some more. There should be a fair amount left.

5th

There's yet more curious creatures found roaming the desert. Persons with the heads of an ibex. Such deformities of nature.. Are they coming in peace?

Spoiler: They ran away. (click to show/hide)



14th

We now have a siege workshop too in the former werebear containment rooms. I think a few ballistae at our main entrance could help preventing future titan/goblin/undead/badger carnages. As we have a fairly long entrance, our siege engineers can take a few shots without being immediately exposed to danger.

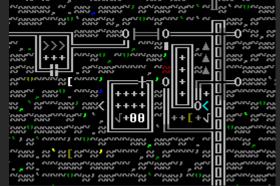
18th

Magma pumping continues. It's progressing slowly, though.

22th

The northern entrance has been improved! There's a barracks ready for an entrance quard now, some traps, and a device I baptised as.. "The Great Mill'

Spoiler: There's no escape! (click to show/hide)



Instead of grain, this thing mills and grinds the flesh and bones of our enemies! It must be used with caution though, as it does the same for everything else too.. There's also an obsidian bridge/floodgate on the northern dike wall, in case we need a magma bath in the future. Levers can be found inside our first building.

24th

A cry of rage was heard echoing in the cavern tunnels. Litast threw a tantrum. Luckily, she was not near anything important and merely tossed some stones around the cavern walls.

Spoiler: No need for a hammerer this time (click to show/hide)



25th

It seems we have uncovered quite much every bit of adamantine that can be safely extracted. The vein goes deeper, but there's also a lot of magma down there. Digging would require extreme caution.. There's some adamantine also in the cavern walls, but I fear we are not ready to open another cave entrance yet.. I think we'll do fine with the amount we've uncovered for now.

27th

Am I losing my mind? I gasped in fear, as Ilral, our dead baroness walked right into my tower room. Except that she wasn't dead. Not even reanimated. She was standing there in flesh and blood. Alive.

- "WHAT THE HELL IS WRONG WITH YOU!? YOU STILL KEEP TELLING PEOPLE THAT I'M DEAD!", she shouted.
- "But.. I.. thought you are dead!", I replied.
- "Uh-huh. And I suppose that's why my quarters still haven't been finished!"
- "But I don't understand! I saw you die!'

She looked straight into my eyes. There was a brief moment of awkward silence.

- "I think you're losing it. I'm seriously starting to doubt your capability to act as an overseer."
- "What?"
- "You're senile. Already. You're what, 120?"
- "No, I'm.. Why hasn't anyone told me you're not dead?!"
- "Because you never leave this stupid tower anymore!"
- "That's not true! I've still been around in the fields. Why haven't I seen YOU?
- "Because I've been inside my tow.. Hey, it's not MY responsibility to make sure you're awake and aware of who's ALIVE and who's not! It's your's only! You are the overseer! And I, as the baroness of Murderflood, DEMAND that you order my quarters finished AT THIS. VERY. MOMENT!"
- "Of course, of course. Listen, I'm deeply sorry about this.."
- "You're sorry."
- "Yes?"
- "You think you can get away with this just by saying you're sorry?"
- "Uhh.. yes. You have my sincere apologies. I'll also make sure your quarters will be ready as fast as possible."

She took another stare at me. Then she turned around, walked away and slammed the door.

I saw her die! Or did I? At least I seriously thought I saw. I took a look at my previous entries, particularly the memorial list of the casualties of that last titan attack.

Her name wasn't in it. I recorded every death! At least I think I did! I'm not sure about anything anymore.. But if I didn't write her name on it, how didn't it occur to me that she isn't dead then? And now that I think of it.. I can't clearly recall how she died.

That's it. I must be going insane.

28th

I called Ushat, one of my friends from the fields to go through all my records and check they are all correct..

- "I can't find any other errors here. Only the one we know about already", he said.
- "Alright. Say, did you know she was alive?"
- "Umm. No. I've also been busy at the fields. You should know. But I heard some knew and decided not to tell you about it. Just to see how long it goes until you figure out the truth.."
- "Oh.. This is so embarrassing..'
- "Hey, we all make mistakes, don't we?"
- "My mistakes are getting numerous already.."

5th of Opal

I've lost my morale to work. What's the point in anything if one's limping around with one foot in the grave already? My mind has not been well lately.. I'll propably die without even remembering my name! Although, I fear this place has it's own agonizing death between some horrid creature's jaws reserved just for me.. I've seen so much death! So many variations of death! I wish I could've prevented it all.. There have been no signs of my relatives either, at least not here. I cannot be the only one left..?

6th

One of the dead merchants has risen as a ghost! I can see that we have slabs, but our engravers keep saying there's none available for engraving. I touch one of the unengraved slabs, just to make sure I'm not imagining them either! They are indeed real. I can't really understand what's going on here..

Spoiler: Don't mind him. We just let him and his friends die. And took all their stuff. (click to show/hide)



It seems everyone assumed touching the bodies inside the depot area is forbidden. I immediately give order to lay all the dead merchants to rest.

16th

More ghosts arise, but they won't be around very long. We have already buried about a half of the deceased. I witness one ghost disappear from sight. I wonder where all our souls go after memorialisation. One of the merchant ghosts seemed to act like he'd be waiting a broker to arrive. They seem to remember who they were before.. Then he disappeared from sight also. To me it looked like a second death...

Two bodies were buried in magma, so we can never retrieve them.

We now have two adamantine mail shirts. I am called to admire their beauty. I hope they will protect our brave warriors from mortal wounding. The other one of them is quite exceptional. Alas, I hear our smiths aren't yet on the level this kind of quality would be guaranteed every time they make an item. We need to train them more.

23rd

Some bird men have been spotted flying above our fort. We'd be in trouble if a cloud of mist would appear now..

Spoiler: If it flies, it can get to us (click to show/hide)



4th of Obsidian

Led Kadolamnek, four, is having a mood. She claimed a craftsdwarf's workshop.

5th

I've got myself together a bit. Ballista construction at our main entrance has now been initialized.

Led has began her work. It seems she didn't have any problems at finding everything she needs.

12th

Led has finished her work already. It's a gila monster bone gauntlet. No one is quite sure if it's truly useful, but she's going to have a bright future ahead as a bone carver. We certainly won't be running out of bones, hah! Spoiler: The gauntlet (click to show/hide)

Led Kadolamnek, "Led Hatchettribute", a giant gila monster bon rght gntlt gauntlet. All craftsdwarfship is of the highest quality. It is decorated with giant gila monster bone and giant earthworm rf and dwarves in yellow spessartine. Ilral Bodiceback is surrounded by the dwarves. The artwork relates to th Basic Value: 37560*

One of those wren people flew straight into our new traps. They seem effective enough. Serves them right, as they've been scaring our animals.

Spoiler: Welcome (click to show/hide)

```
The spinning (copper pike) misses The Wren Man!
 The Esilver war hammer strikes The Wren Man in the thumb, right hand,
The =silver war hammer= strikes The Wren Man in the thumb, right hand, bruising the skin!

The Esilver war hammer= strikes The Wren Man in the first finger, right hand, bruising the skin!

The Esilver war hammer= strikes The Wren Man in the right lower leg, fracturing the bone!

The Esilver war hammer= strikes The Wren Man in the left wing, chipping the bone!

The Esilver war hammer= strikes The Wren Man in the head bruising the
The Esilver war hammerE strikes The Wren Man in the head, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Wren Man has been knocked unconscious!
```

22nd

Some workshop/stockpile linkages are now removed. It seems they were the reason our engravers claimed there's no slabs available. I'm not sure about the logic here, but now we can finally memorialize the remaining dead.

26th

Slabs are being carried to our memorial hall. I believe my job here is done.

28th

It is the end of winter. Tomorrow, we all shall thankfully witness a new year. At this very day, the last merchant ghost was put to rest. Spoiler: Go bother someone else (click to show/hide)

→Doren Bekommörul, Ghostly Macedwarf has been put to rest.

My ghosts on the other hand, will propably never rest.. Today, I will announce to everyone that I will retire. I will not continue through spring as an overseer. I do not have it in me anymore. I'm just glad this season was quite uneventful.

I have some notes written here for next overseer. The other ballista at our entrance is not constructed yet. It'll need orientation adjustments after it's ready. Some ballista arrows should be already on the making.

<u>Spoiler: Ballistae</u> (click to show/hide)



The entrance magma dike section isn't thoroughly filled yet. I think it should be done before continuing with the next section. We also have a nice load of adamantine. Our smiths need training, but I guess we can make a couple more items of it just in case.

Speaking of smiths, Limul, furnace operator and a smith of all trades has taken the identity of "Flame III". Her smithing skills show promise.

Spoiler: Flame's skills (click to show/hide)

```
Flame III' Asteshrutod, Fur
"Flame III' Cudgeldashes"

Make steel bars
Adequate Discipline
Dabbling Observer
Proficient Thresher (U Rusty
Professional Furnace Operato
Skilled Weaponsmith
Competent Armorsmith
Competent Metalsmith
Adequate Gem Setter (Rusty)
Competent Metal Craftr (Rsty
Novice Pump Operator
```

And lastly, this is now the end of my journey as an overseer of Murderflood. I only hope my actions as the overseer have not doomed us. They certainly have doomed me. At least we can now pray for some salvation. May Zon and the Great Bear shelter our poor souls, for this place is truly cursed.

End of Vuohiparta's overseer diary.

Here's the save: http://dffd.bay12games.com/file.php?id=11570

It was a quiet winter overall. And yeah, the baroness wasn't dead after all! I seriously thought she died. And listed the bodies and still assumed she's dead. It was only when I took a look at the 'nobles'-screen that I noticed she's still alive. I never saw her around either! And there's been no mandates so far. It seems we are fortunate to have a baron without item preferences. The titan encounter was quite intense, so I guess I read "baron consort" as "baron" at some point.

And sorry my turn as a whole went a little overdue. But I'd like to take another turn (if you're going to let me, that is :D)! Hopefully I won't get ill next time. Would've been nice to play through spring.

Btw, I think we should forge a couple of adamantine swords and spears. The titan attack would've propably been way less lethal if there would've been some adamantine gear around..

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on December 28, 2015, 06:22:24 pm

"I think it's time for me to retire", the former overseer told him. A shame, he did so many wonderful things.

"I must be going insane, i think it's better we let a mentally sound dwarf take the lead. -Aye. That be a right idea." Said Taupe. "HEY CRAZY_URIST, YOU ARE NEXT!"

(I'll PM crazyabe)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: crazyabe on December 28, 2015, 07:24:38 pm

((Skip me, I Forgot about this entirely and can't take a turn at it right now.))

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on December 28, 2015, 08:23:07 pm

Quote from: crazyabe on December 28, 2015, 07:24:38 pm

((Skip me, I Forgot about this entirely and can't take a turn at it right now.))

Then the next player is **Haerdalas**.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on December 29, 2015, 07:19:06 am

Ah, the most unlovable of Bards. Unless he's never played it, and then I have to explain.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Haerdalas on December 29, 2015, 02:31:31 pm

It's my turn? Ah.... this is a really bad time for me, I am afraid. I have important exams just next week.... could you skip me and let me go after whoever's next? I am free after next Friday....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on December 29, 2015, 04:11:14 pm

That makes Sarrak the next player then.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Sarrak** on **December 30, 2015, 04:56:57 am**

That was, like, really quick. As I'll have some free time in the beginning of January, I'll take the turn. Armok knows where it would lead the fortress...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on December 30, 2015, 07:39:29 am

Excellent turn Vouhijumala! Now I can finally check what's going on in the background...

Huh... My suspicions turned out to be correct, I thought that name seemed awfully familiar.

Ilral is following in the nepotistic footsteps of her forbears. Did you know our dear baroness has a cactus for an uncle? Or that she worships exclusively a certain Hill Titan? Hoo boy, if you thought Quithe the eyeless bison was bad... Or that her mother just happens to be our current (and still reigning) Queen? I sense that the baron lottery was rigged.

Things are turning out to be rather interesting here in Murderflood. Well, for some folks at least. I can't imagine Asmoth would be too pleased.

I really like the way you incorporated the waterways into a makeshift moat for the Bear temple. I also see that you decided to follow in Asmoth and Gwolfsky's lead. Heh. Just what does that "Hospital" lever do?

Quote from: Sarrak on December 30, 2015, 04:56:57 am

That was, like, really quick. As I'll have some free time in the beginning of January, I'll take the turn. Armok knows where it would lead the fortress...

I'm sure you'll be just fine. Heh heh heh.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on December 30, 2015, 03:59:29 pm

t by. Vuoliijuiliala on December 30, 2013, 03.39.29 pii

Quote from: Zuglarkun on December 30, 2015, 07:39:29 am

Excellent turn Vouhijumala! Now I can finally check what's going on in the background...

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Ilral is following in the nepotistic footsteps of her forbears. Did you know our dear baroness has a cactus for an uncle? Or that she worships exclusively a certain Hill Titan? Hoo boy, if you thought Quithe the eyeless bison was bad... Or that her mother just happens to be our current (and still reigning) Queen? I sense that the baron lottery was rigged.

Things are turning out to be rather interesting here in Murderflood. Well, for some folks at least. I can't imagine Asmoth would be too pleased.

I really like the way you incorporated the waterways into a makeshift moat for the Bear temple. I also see that you decided to follow in Asmoth and Gwolfsky's lead. Heh. Just what does that "Hospital" lever do?

Thanks! But wait, what? :D No, I didn't know her mother is the queen! I did notice that the cactus is her uncle, but I didn't realize how far it all went. I honestly chose the baron just by pressing down arrow-key eyes closed for x amount of time. I DID skip the first candidate I got this way, as he was in the military. I wasn't sure if a dwarf can serve in the military and be a baron at the same time. Then came Ilral, listed as a pump operator, as the marksdwarf squads are apparently quite inactive. If the lottery was rigged, then it was rigged by Armok himself!

Didn't notice the titan thing either. Is it still alive? .. Is it an eight-legged elephant made of steel which breathes fire? Well, it must be on it's way to Murderflood already..

"Hospital" lever? I can't recall anything like that. I only built two new levers, one for the "Mill", and one for the dike bridge. And of course, the one in Vuohiparta's quarters, which shouldn't be pulled.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on December 30, 2015, 07:08:57 pm

Quote from: Vuohijumala on December 30, 2015, 03:59:29 pm

"Hospital" lever? I can't recall anything like that. I only built two new levers, one for the "Mill", and one for the dike bridge. And of course, the one in Vuohiparta's quarters, which shouldn't be pulled.

Ah, I was mistaken. It was the one in your quarters I was talking about.

Quote from: Vuohijumala on December 30, 2015, 03:59:29 pm

If the lottery was rigged, then it was rigged by Armok himself!

Armok works in mysterious insidious ways.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on January 03, 2016, 06:09:01 am

bumpity bump

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Sarrak on January 04, 2016, 08:34:23 am

Quote from: Gwolfski on January 03, 2016, 06:09:01 am

bumpity bump

Like, really? I think you're overreacting. New Year and everything, I'll be starting today/tomorrow.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on January 08, 2016, 12:19:31 am

Quote from: Sarrak on January 04, 2016, 08:34:23 am

Quote from: Gwolfski on January 03, 2016, 06:09:01 am bumpity bump

Like, really? I think you're overreacting. New Year and everything, I'll be starting today/tomorrow.

Or not, I guess. Move to skip if nothing soon?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **January 08, 2016, 02:26:41 am**

Quote from: Urist McKiwi on January 08, 2016, 12:19:31 am

Quote from: Sarrak on January 04, 2016, 08:34:23 am

Quote from: Gwolfski on January 03, 2016, 06:09:01 am

bumpity bump

Like, really? I think you're overreacting. New Year and everything, I'll be starting today/tomorrow.

Or not, I guess. Move to skip if nothing soon?

We'll give Sarrak another day to manifest that he's ready to play, otherwise we'll move on.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Haerdalas** on **January 08, 2016, 06:24:32 am**

For the record, my last exam is in about two hours, so I could easily take up the turn from now on if Sarrak cannot manage it for whatever reason.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Sarrak on January 08, 2016, 09:42:39 am

ot by. Sallak of January 00, 2010, 09.42.39 am

Quote from: Haerdalas on January 08, 2016, 06:24:32 am

For the record, my last exam is in about two hours, so I could easily take up the turn from now on if Sarrak cannot manage it for whatever reason.

You can have it, I guess. Quite much has happened lately IRL and I'm not sure I'll have a chance to play before my time is up. Sorry for the wait, hopefully you'll manage better.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Haerdalas** on **January 08, 2016, 03:23:57 pm**

Ok then, I'll get things sorted and start playing this weekend, then.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Haerdalas** on **January 08, 2016, 05:31:34 pm**

Which version of DF were we using for this fort, again?

Also, is there any chance of the stuff on the first page (notes on Migrants, and various parts of our glorious nation) being updated? I enjoyed looking at the changing setting details...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on January 08, 2016, 08:01:11 pm

Quote from: Haerdalas on January 08, 2016, 05:31:34 pm

Which version of DF were we using for this fort, again?

Also, is there any chance of the stuff on the first page (notes on Migrants, and various parts of our glorious nation) being updated? I enjoyed looking at the changing setting details...

The last version *before* the 2015 major release, IIRC..... 0.40.24, I think.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Zuglarkun** on **January 08, 2016, 08:19:22 pm**

Quote from: Sarrak on January 08, 2016, 09:42:39 am

Quote from: Haerdalas on January 08, 2016, 06:24:32 am

For the record, my last exam is in about two hours, so I could easily take up the turn from now on if Sarrak cannot manage it for whatever reason.

You can have it, I guess. Quite much has happened lately IRL and I'm not sure I'll have a chance to play before my time is up. Sorry for the wait, hopefully you'll manage better.

A pity, I was quite looking forward to your update as updates have been scarce recently. Oh well, I do hope to see you play out a turn later on :)

Quote from: Haerdalas on January 08, 2016, 05:31:34 pm

Which version of DF were we using for this fort, again?

Also, is there any chance of the stuff on the first page (notes on Migrants, and various parts of our glorious nation) being updated? I enjoyed looking at the changing setting details...

I do plan on updating them after every Overseer's turn. So yes.

Those plans have been halted recently due to getting a new job, doing overtime on said job and getting tired out, writing slumps, the recent lack of overseer turns to report, and being busy with other community forts. The usual excuses I suppose: P

I do plan on revisiting some key events like the fall of boardsomber in an illustrated form, though I have been putting it off. You guys are always welcome to contribute though! I can always link it up to my front page post and credit you for it if you want.

I am looking forward to your logs Haerdalas! That sounds so dirty.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **January 08, 2016, 11:28:38 pm**

My second turn will be up soon enough, so I'll use this opportunity to revisit old turns and fully update the migrant and dwarfed player list when that happens. I just have too little time to do it between every turn as of now.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on January 09, 2016, 08:19:44 am

Ok, got the save DLed and every SEEMS to be working fine. Now I, the merely moderately experienced player, have to lead a fortress several years in the making.

I'll try not to get ALL our dorfs killed.

"I think it's time for me to retire", the former overseer told him. A shame, he did so many wonderful things.

"I must be going insane, i think it's better we let a mentally sound dwarf take the lead. -Aye. That be a right idea." Said Taupe. "HEY CRAZY URIST, YOU ARE NEXT!"

"What? NO! No no no, far too busy right now, find someone else"

"HEY HAERDALAS, YOU ARE NEXT NOW"

"What?" The dwarf, who had just entered the room, tilted her head in confusion.

"Congratulations," said Taupe "You are our new overseer."

"But... but I.." Haerdalas stared blankly at the swiftly retreating backs of her fellow dwarves. How strange.

Well, by choice she was a military dwarf through and through, but there WERE a few childhood lessons on management and politics laying around in the dim reaches of her memory. Surely this wouldn't go TOO badly.. hmm.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on January 16, 2016, 12:04:48 am

Any progress so far?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Haerdalas on January 16, 2016, 02:54:24 am

Time keeps slipping from me (Accursed Uni work!). I have gotten a little bit done, but not much. I will try to get through at least a season or two done before Monday though.

I will also say that I spent about an hour or so when I first got the file, just looking around and trying to work out where everything is. I'm pretty sure I still don't know half the stuff lying around this place....

Ok, I may have just hit a major snag. Wanted to fiddle around with the jobs a bit, and my Dwarf Therapist is bugging out like hell. Tried to get a fresh DT, but every one I try says it can't work with this version of DF, though I'm pretty sure it IS the right version....

anyone got any thoughts on this? I can try to muddle through on the basic DF UI, but.... well, I'll confess, I haven't used that since I first heard of Dwarf Therapist, way way back, and I cannot imagine the nightmare of trying to do so on this size of fort....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on January 16, 2016, 04:30:36 am

Are you using LNP? If so, which version?

About the basic UI requirement, If you'd noticed, I didn't go through with it either when my turn came up. Too much of a headache to deal with along with what I wanted to achieve for my turn, so I requested to switch to a graphics pack instead. I'll hazard a guess that most folks will be accommodating with you using a graphics pack as long as you pass the save back in ASCII; the way it was originally so that others won't have to deal with any existing graphics packs in the save causing buggy behavior in their vanilla game.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on January 16, 2016, 06:42:26 am

DT's nice, but not essential. The default UI is serviceable. It's not fantastic, but it is serviceable. I did it with the old Murderflood, and even at this size it's not unmanageable. Just don't try and make massive changes.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on January 16, 2016, 05:39:24 pm

Ok, managed to get everything working, including DT, so all is well.

One of my goals this year is to try to get some more of our Adamantine stocks put into use. We.... don't actually HAVE huge amounts of adamantine (the stocks page lists 3 chunks of raw adamanatine, and about 26 strands.... which I am going to get smelted into wafer asap, so they don't end up suturing some poor dorf. I will momentarily have a look to see if we have any adamantine left in the mines or not..

Now... its been a while since I fiddled around with an advance military, and even longer since I played with Adamantium, so what should I make with it? I assume the general adage of getting armour before weapons is true here too, but what would people recommend in terms of armour? Chain, plate, boots? Full sets, or just chest armour for as many people as possible?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on January 16, 2016, 07:01:36 pm

Ah, also we have 35 Adamantine wafers. Slighty better than I had worried.

Could someone tell me exactly what the level labled "Magma Release" does, and also where the levers to lower the bridges between sections of Magma dike are? They do not appear to be the same thing...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on January 16, 2016, 07:27:56 pm

The bridge levers and some other levers can be found inside the central hammer-shaped Murderflood building. There's also a tower with levers on the south-east portion of the fortress.

As the titan that came to visit us was quite painful to kill, I'd say we would benefit from a couple of adamantine swords and spears. But armour is important too. I guess mail shirts and helmets would be most important, as they cover the most vital dwarf bits. I also have a vague memory of someone pointing out an adamantine breastplate wouldn't be as good against blunt weapons as steel would.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on January 16, 2016, 07:29:01 pm

Quote from: Haerdalas on January 16, 2016, 07:01:36 pm

Could someone tell me exactly what the level labled "Magma Release" does, and also where the levers to lower the bridges between sections of Magma dike are? They do not

The levers to lower the bridges between the magma dike sections are in the lever room to the south of the pumpstack, which is in the upper floors above the walkways. I made sure to make notes on the bottom level of the dike indicating what the gates at each section are called, which should correspond with the levers in the lever room.

I believe the 'Magma release' lever operates the contraption to the northeast of our dikes, next to the entrance bridge. It will open up a floodgate in the inner walls of the dike, causing lava to flow over any living beings passing by the northeast entrance if that section is already filled with lava. Eh, yeah.

EDIT: ninjaed

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on January 16, 2016, 07:34:07 pm

Thanks.

Also, my reign managed to go a full 4 Days. before things got "interesting". Well, lets hope this goes well, eh?

20 minutes later

Oh god I am a terrible overseer. XD

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Haerdalas** on **January 16, 2016, 09:33:25 pm**

By the way, is there anyone still awaiting re-dorfing, and if so, what are their preferences?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on January 17, 2016, 07:25:34 am

Am I alive? I think I will seal myself in my bunker when my turn comes around.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on January 17, 2016, 08:01:03 am

I'd like to know about Vuohiparta too. HE MUST NOT DIE, I HAVE GREAT PLANS FOR HIS FUTURE (..I'll have him sealed too)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on January 17, 2016, 09:16:48 am

Quote from: Vuohijumala on January 17, 2016, 08:01:03 am

I'd like to know about Vuohiparta too. HE MUST NOT DIE, I HAVE GREAT PLANS FOR HIS FUTURE (..I'll have him sealed too)

my bunker can probably hold 2-4

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on January 17, 2016, 09:46:51 am

Both of you are currently alive and unharmed. No Dorfed dwarfs have died so far on my turn.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Urist McKiwi** on **January 18, 2016, 12:25:54 am**

Quote from: Haerdalas on January 17, 2016, 09:46:51 am

Both of you are currently alive and unharmed. No Dorfed dwarfs have died so far on my turn.

....how many *un*dorfed dwarfs have died?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on January 18, 2016, 06:56:26 am

If I have counted correctly.... 3, so far.

The problem is, all of them were legendary military dwarves \dots

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on January 18, 2016, 07:09:45 am

So let me guess... they dodged into the magma?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on January 18, 2016, 03:12:38 pm

Two of them did, I think. The other got flung off an opening bridge into the magma when he charged before I was expecting him to. Also..... We may have a problem. I seem to have caught a virus, and my computer is a complete mess right now. If I get it fixed in time I'll get the turn done, but its proving a stubborn beast. None of the antiviruses seem to be able to find it....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on January 18, 2016, 03:13:46 pm

try reinstalling windows, it keeps your files.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on January 18, 2016, 07:11:59 pm

Wouldn't that mean the virus is kept too? I mean, the whole reason I haven't managed to fix it yet is due to it being really hard to distinguish from a normal file...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on January 19, 2016, 07:19:29 am

Man viruses suck. I lost tons of personal data (mostly songs I've written that I didn't keep tabs of) to viruses and computer meltdowns back in my day. I can sympathize. Forget about prioritizing your turn, save your important data!

Nowadays, I always run something in the background to monitor my activities and prevent viruses. How did you contract the virus, and what made you suspect it was a virus? Aren't you running some antivirus/ malware software to monitor your computer activity?

I would make a full system scan with your antivirus program, making sure your virus definitions are updated, using malwarebytes for malicious malware. No reason why you wouldn't be able to isolate the infected files if you did that.

If you made a backup or restore point before you got the virus, you might be able to salvage your computer, but your newer data will be lost.

Goodluck!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Haerdalas on January 19, 2016, 09:20:40 am

The first thing I noticed was that my Skype sent a random link to everybody on my friends list. Since then, the PC's been periodically crashing to the point of having to hold down the power button to restart it. My antivirus can't detect anyghing, but I am DLing more antiviruses in the hopes one of them knows how to deal with this thing.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on January 19, 2016, 10:06:41 am

Still trying to fix the virus, though I have so hope.

Sadly, however, it seems I lost... pretty much all my progress in DF when it first crashed. So... yeah. No way I can get it done for Friday now.....

Probably best to find a new person for now. This particular turn seems to be cursed.....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on January 19, 2016, 01:54:15 pm

For what its worth, I had the writeup of the first very short period finished. I was going to do more, but it seems a little pointless now that the file is lost. I can post the little I DID have, if people want, just to let you see what could have been?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Sarrak on January 19, 2016, 05:24:42 pm

Please, do post. We must have our own time shenanigans.

And yes, turn seems cursed. I had free time, you had a working computer... To the next overseer in line: do not boast something you'd probably regret later.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Haerdalas on January 19, 2016, 07:13:38 pm

Journal of Haerdalas II, Overseer of Murderflood.

1st Granite, 207.

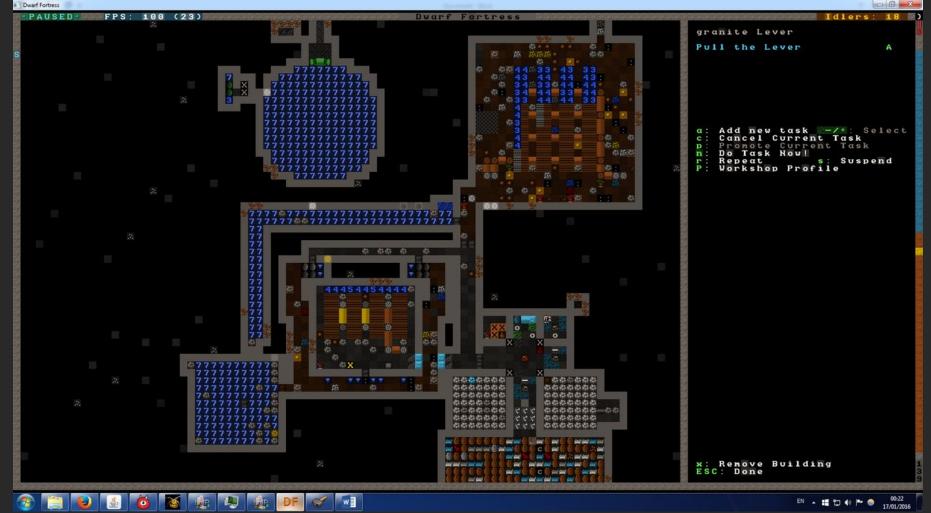
I have spent most of the past day checking over our supplies. Food is plentiful, and as far as I can tell there are no imminent shortages.

In these trying times, we must increasingly trust in the strength of our warriors to defend us. With so many of the old mountainhomes falling, it is crucial our men and women at arms are given nothing but the best equipment. Our stocks of adamantine are ok for now, but more must be found if we are to fully outfit the troops. As such, I have ordered several mine shafts to be opened towards new veins of the precious metal.

In other news, I believe it time to restart the magma pumping operation – the current extent of the dikes are nearly filled, but we need more magma if the dikes are to be finished. Unfortunately, many of the architects of the original pump system are no longer with us, or just hiding away somewhere in the fort. As such, we shall have to brave the blind activation of many levers....

Studying the axles, I believe this is the lever to start the power generator running.

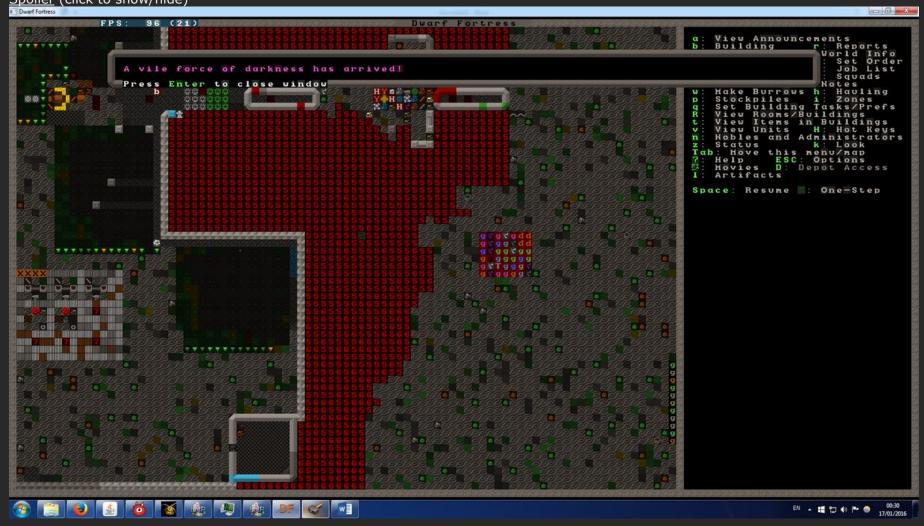
Spoiler (click to show/hide)



3rd Granite, 207

It would appear I was incorrect. Upon pulling the lever, nothing appears to have happened. No power is being generated. I shall try pulling the other lever in the generator room.

4th Granite, 207
Spoiler (click to show/hide)



What? Mere days into my rule, we are beset by foes. Goblins. They pour over the horizon. More every moment. I order the bridge closed until we can get a better idea of their numbers, and

gather the men near the gate.
The count stops at 41 Goblins, but several are mere recruits. They think this will be enough to stop US? Spoiler (click to show/hide)



I prepare the ballista, and get ready to lower the bridge.

The first arrow misses. I am uncertain there will be time to reload for another shot. I worry about sending the men to fight on the bridge, what with the magma underneath and all. Hmm. I may have made a small mistake here....

A goblin charges across ahead of his friends, and falls into a trap.

There is muttering from the men. They want to fight! Still, I hesitate, ordering the bridges raised. Perhaps we can split the goblins up and defeat them in smaller groups?

It seems my hesitation was too much for Zazit Abantenshed. The hammerlord swears, then charges off to face the Goblins alone. That I cannot allow. May Armok be with us... CHARGE!

Bolts fly in both directions as the marksmen on the wall fire down. Zazit still stands alone as the rest of us run to catch up. It doesn't matter. Two times her hammer falls, two times goblin skulls are crushed. She charges across the bridge, a one-dwarf Goblin nightmare, dodging bolts and axes.

The other Goblins quickly surround the Hammerlord, but she continues fighting on. Another goblin falls.

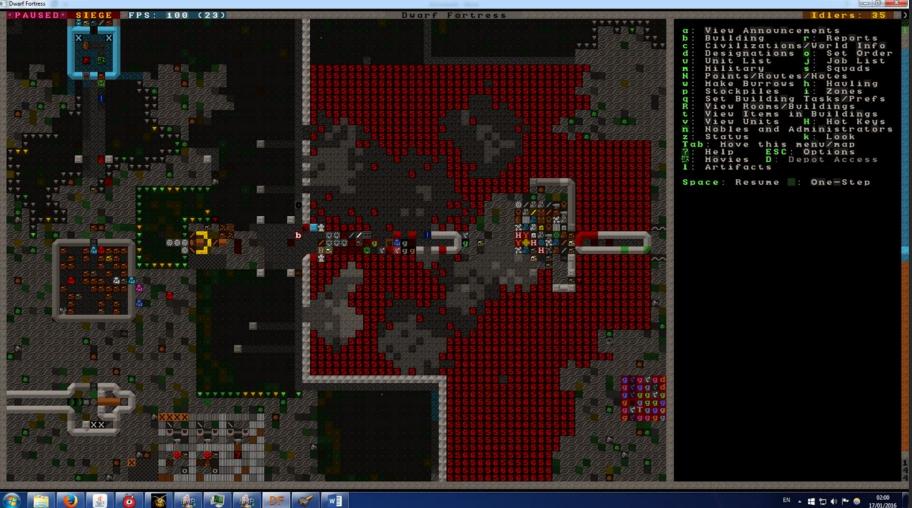
And then bridge raises. Zazit, along with half a dozen goblins, goes flying into the air. Those of us just turning the corner stare in horror at her flight. I.... I forgot to rescind the order to raise the bridge. This is my fault.

As bodies and objects fall around us to plunge into the magma, it seems the bloodlust is just too much for some of us. I have already ordered the bridge lowered again, so we might face our foes properly as we should have done right away. Tosid briefly totters near the edge, apparently debating the merits of running across the Lava. (he was actually standing on top of the lava, briefly, before returning to the bridge. Didn't get a screenshot, I'm afraid.)

Zazit falls, punging into the lava. He does not rise.... At some point, in the confusion, it seems the Mace Lord Edam Endokurroth has also fallen into the magma. Who thought magma dikes were a good idea, again? Oh, and there goes Mace Lord Stukos Giginshorast as well. Everything has gone to hell. All is chaos. I have no idea what is happening anymore. Half the men seem to have wandered off, the other half are spread out randomly, with some sitting in the main building, SPARRING. Don't they know there's a war on? One guy remains near the bridge with the remaining half of the goblin army. I order another charge, though Armok knows how many people will even hear it.

Spoiler (click to show/hide)

Downffortress



(The dorfs in and around the building on the left are most of the military, who wanders off to SPAR for some reason. In the center, a lone Dwarf stands against the horde without flinching. Clouds of vapour arise from goblins and dwarves that fell into the lava earlier.)

Finally, a proper charge is mounted. The remaining Goblins on the bridge are slaughtered. Now all that remains are a few stragglers to

the north. I order them cut down, but they flee before anyone can approach them.

What a disaster...

(I had the men fairly far back initially in an attempt to prevent them seeing a goblin and charge out too early.... I kinda wanted to use the Ballista more, otherwise I would have just declared a charge right away. SHOULD have done that. It seems I was simultaneously too close and too far, seeing as Zazit still charged, but I was also unable to get the rest of the men to back him up in any reasonable time frame. Alas, hindsight is 20/20.)

As far as I can tell, apart from the three who fell into Magma, none of our dwarves were even so much as scratched. The brave Militia captain who stood alone on the bridge during the latter half of the fight appears to be missing a foot, but I cannot see anything about him losing it in the battle reports. I guess it was a prior wound?

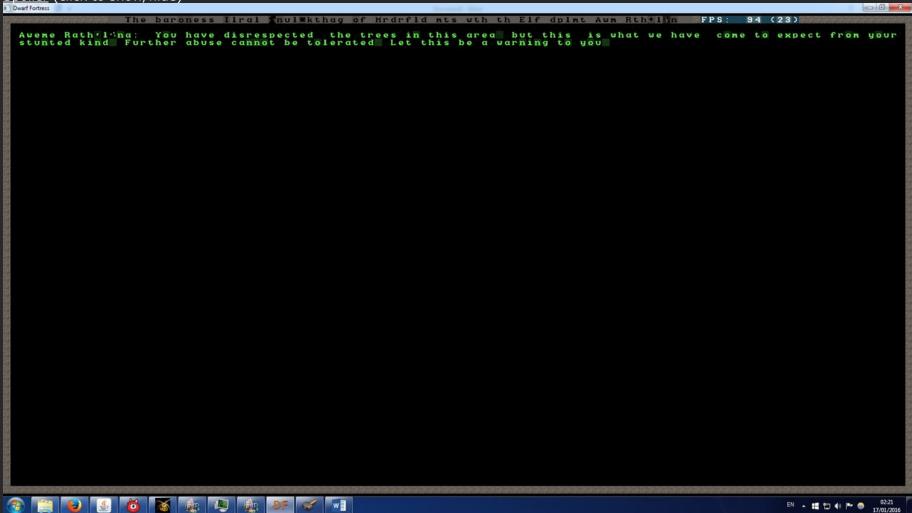
A couple of war-bears wandered too close and got cut to pieces, but such is life.)

10th Granite 207

The other lever in the generator room has been pulled, but still nothing is happening. I am starting to think I may be missing something obvious, but none of the levers in the lever room are labelled as affecting the generator...

In other news, another vein of Adamantine has been reached. Mining is furtive and careful, as Magma is, of course, very close, but we should be able to get a decent amount from it. Anyway, now things are nice and peaceful, let's

Spoiler (click to show/hide)



I.... What? WHAT TREES? This is a DESERT!

Still, with the mountainhomes falling to the Goblins, and our own recent decrease in numbers, it's probably best to try to not insult the tree hugging pansies Elves too much.

Anyway, as I was saying, now we have peace, it is best to start preparing for war. We need more soldiers, and better equipment. Sadly, it seems all the best armoursmiths have fallen in recent years, so we are a little lacking in the finer stuff. I guess we can solve both problems by getting someone to make some gear to tide our new recruits over. Now, who would make a good recruit?

(This is as far as I got with the writeup before the virus fucked things over. For some reason, the software doesnt want to embed the images, so I hope links are enough for now.)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on January 19, 2016, 07:14:11 pm

Ok, my image links appear to have not worked at all. Hmm. One sec.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on January 19, 2016, 08:06:00 pm

Look for the insert image button to your top right. Highlight the image url then click on the button. To resize the image, try "[img]image url here[/img width=enter number here]".

Well at least we now know the answer to the question, "Can bridges save lives?".

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on January 20, 2016, 01:12:49 pm

Images should all be fixed now.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Gwolfski on January 20, 2016, 02:12:18 pm

to start the pumps, you must engage the gears and manually pump the pumps for a while. shut off power ot the pumpstack while charging the geneartors.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on January 20, 2016, 05:10:16 pm

Sorry for your computer. I also had a rather nasty virus on my old computer, which deleted some system files which were crucial for accessing the internet and quite many programs. "Only" half a year later, I realized my computer had a pre-installed backup package which had all the missing files..

So, Taupe is next?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on January 20, 2016, 09:08:16 pm

Quote from: Vuohijumala on January 20, 2016, 05:10:16 pm

Sorry for your computer. I also had a rather nasty virus on my old computer, which deleted some system files which were crucial for accessing the internet and quite many programs. "Only" half a year later, I realized my computer had a pre-installed backup package which had all the missing files..

So. Taupe is next?

Indeed. However, I won't be able to play until next week, as my free time this week is taken by my niece's first birthday, and other side projects (https://youtu.be/brfdI-M2JMw). I'll make sure to update the dwarfed/dead section, as well as the turn list and future overseer as I re-read this whole thing before my turn. If any of you who had to skip his turn but skipped it recently, feel free to grab the save now, otherwise I'll get on it next Tuesday.

Apologies for the lack of feedback and activity in the last months, my schedule and availability are *not* what they used to be. :(I hardly browse the forum and keep track of community forts anymore, sadly. When I do, it's on my phone, which leads to very minimal quote/editing/archiving, if any.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on January 24, 2016, 02:23:22 pm

The Fall of Boardsomber: Part 1

Zuglarkun IV's Journal:

As I sat in my quarters, I unwrapped the package that Vucar left for me. Nestled in the plain wrapping was what appeared to be a series of journals stamped in the insignia of *The Stirred Irons*. I flipped open the first of these journals and began to read.

Mayor's Log: Early Spring 205

The siege had taken its toll. The goblins have whittled down our numbers until we few are left, though there weren't all that many of us to begin with. The situation had gotten so dire that the Queen herself has taken arms to join the defenders in the front lines.

Well, she wasn't the only reluctant participant. She had also insisted that *Edëm Arrowrhymed The Old Maw of Gifting*; our goblin diplomat, don a suit of armor and join her in the front lines.

"Since your witless tongue has proven ineffective in the defense of our mountainhome, perhaps your idle hands would serve us in better stead." She spoke as she made the ruling. She had it figured that it was mainly his fault that the negotiations fell through, so he had to atone in some way for this mess that he had caused.

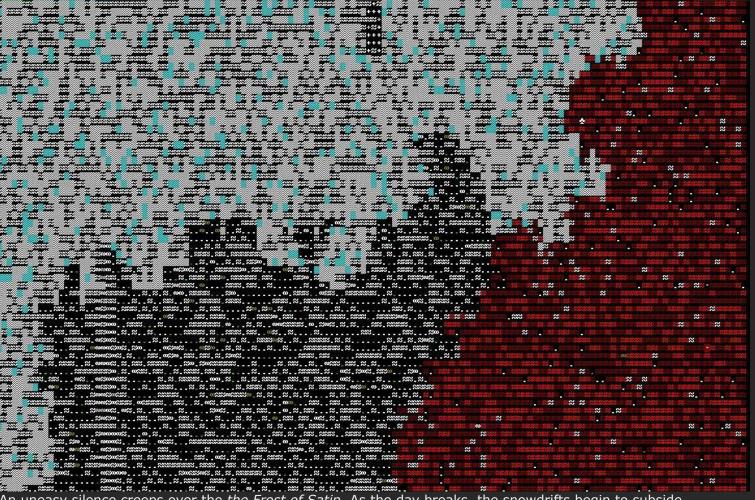
Spoiler (click to show/hide)

A snow storm has come.

It is snowing elf frozen blood!

It is still snowing heavily outside, and to make matters worse, frozen elf blood had begun to blow in from the Lurid Blizzard.

<u>Spoiler</u> (click to show/hide)

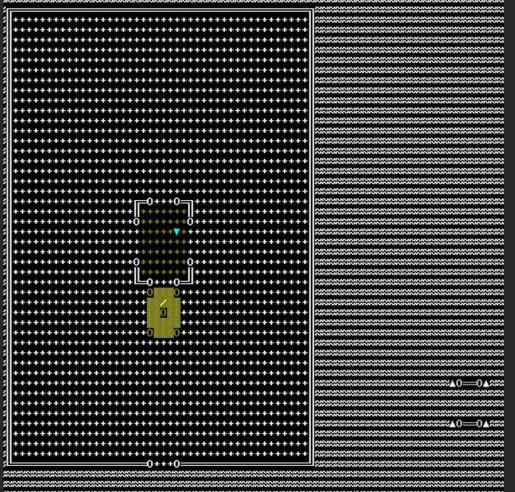


An uneasy silence creeps over the *the Frost of Satin*. As the day breaks, the snowdrifts begin to subside <u>Spoiler</u> (click to show/hide)

The weather has cleared.

and I hear movements in the distance though I cannot see properly through this damned fog. As the fog begins to clear, I begin to vaguely make out the goblin camps arrayed outside our walls, well outside of the range of our crossbows. Not that it made any difference, we did not have enough dwarfpower to provide adequate firepower support. We have been enduring the siege these past few weeks in tense anticipation, but still no attack came.

Spoiler (click to show/hide)



I saw Dodók emerge from the tunnels, striding out onto the trade depot, observing the enemy movements and formations with his keen eyes and attuned senses. Well, I am no military dwarf so they all look like rabble to me from this distance, but Dodók assured me that the goblins were arrayed in battle formations; its just that goblin battle formations look nothing like dwarf battle formations.

He said it didn't make any difference, since everyone charges headlong into death in the heat of battle anyway. Dodók then mentioned briefly that the goblins were taking turns to besiege us, "highly unusual behavior." he added. He pointed out that the goblins that were driven off last year during "The Sieges of Tormenting" belonged to the tribe known as The Thief of Curls. "We've only seen them once before that, during The Siege of Knives I reckon. The insignia they bore on their armor was different." he said.

It seems that the ones that had come this season were our old enemies, *The Immortality of Battles*. By my count, we've been besieged 16 times already by these particular goblins, and they just kept coming regardless of their losses. This is now the 3rd straight year that we've been besieged, and of our 20 defenders since the beginning, we were now reduced to 9 able bodied defenders that yet stood tall, well *tall* for dwarven standards anyway.

"I've heard rumors of disagreements among the different tribes of goblins, that they have taken to fighting among themselves over the ruins of sites they've plundered in recent times." Dodók mentioned.

Spoiler (click to show/hide)

In the early winter of 203, The Thief of Curls attacked The Dungeon of Closing of The Immorality of Battles at Syrupscaly.

In the early winter of 203, The Thief of Curls defeated The Dungeon of Closing of The Immorality of Battles and took over Syrupscaly. The new government was called The Snarling Ticks.

In the early autumn of 204, The Thief of Curls attacked The Adventurous Lies of The Immorality of Battles at Boatsdepth.

In the early autumn of 204, The Thief of Curls defeated The Adventurous Lies of The Immorality of Battles and took over Boatsdepth. The new government was called The Deceiver of Pleats.

"Heck, I've even heard that not two but three goblin tribes have taken issue with us." Spoiler (click to show/hide)

In the late winter of 201, The Lie of Sins attacked The Mint Tongs of The Stirred Irons at Craftcradle.

In the late winter of 201, The Lie of Sins defeated The Mint Tongs of The Stirred Irons and took over Craftcradle. The new government was called The Vice of Paddles.

As the fog faded, he warned me to stay a safe distance away, which I fully plan to do. I may have fought a few battles in my day, but I sense my chances of survival would be slim. Most of the military are all embattled veterans. Well, with all the fighting going on since the siege, if they weren't battle hardened before, they sure as hell are now. Even the Queen has managed to rack up a considerable number of kills. Heck, even frail ole Edëm has some kills to his name.

It was midday when the battle broke out. Fearing the glare of the sun, the defenders took shelter within the trade depot bunker. The goblins piled into the sole entryway to the south as the defenders of Boardsomber formed a line of defense and fought for position. A dwarf that was leading this troop of goblins struck a heavy blow at *Ilral Slicktrade the Strikes of Dominating* our military commander, blowing away his guard. It then lowered its shoulder and charged at Ilral, causing them both to tumble backwards as more goblins stepped over the threshold to join the fray.

Ilral fought hard against the swelling tide of goblins but could not fend them all off, getting further and further isolated. Meanwhile, the rest of our forces were too occupied with forcing the goblins back to notice the breach on their flank.

Sensing that the situation was dire, Obok whom was the closest to Ilral went over to reinforce his position.

"The line is breached! To me defenders of Boardsomber!" cried the Queen as she left her position and cleaved her way forward to try to stem the tide.

Meanwhile, IIral desperately tried to fight back, but he was surrounded and weary from fighting off all these foes, whereas the new goblin forces were on fresh legs and their ranks were swelling by the moment. Sensing the tide had turned, their dwarf leader took a mighty leap over IIral - and with a dull clang, cleaved IIral's head and helm asunder.

Momentarily distracted by the clamor of the goblins to her side, the Queen took a charge to the gut and tumbled backward. Just at that moment, a hulking human leapt into position behind the Queen. But the Queen had noticed it in time, throwing a wild back swing at her assailant with her axe, which the human parried, hurling them both off balance. She was now on dangerous ground, cut off from the rest of the dwarves by the hulking human that stood in her way.

"We have to help the Queen!" yelled Momuz Gorgejails the Trustworthy Band of Responsibilites as she tried to fight her way to the Queen's compromised position, striking down one of those dwarves that had turned to goblin ways.

Dodók, Zuntir, Zasit and îton formed a wedge and tried to fight their way towards the Queen, striking down many foes in the process, whilst Inod and Edëm retreated to the bunker and defended the entryway from the approaching foes. *Inod Clenchedtongs the Silky Brush* broke cover and shot down another turned dwarf that had tried to take advantage of the chaos to circle behind and flank the rest of the dwarves. Unfortunately, Inod was caught out of position and she fell under the sword of yet another turned dwarf as Edëm tried desperately to hold the rest at bay. îton and Dodók turned back to try to contain the breach, cutting a swathe of carnage towards Edëm as the others pressed on.

Meanwhile, Obok continued to fight back as the goblins swarmed all around her, the Queen and the hulking human squared off, back and forth they went as they exchanged blow after blow, but neither were able to gain ground on the other. But then a goblin manages to sneak up behind her and drove a spear into the back of the Queen's calf.

"Gahhh!" The queen cried out as she buckled to the ground in pain.

The goblins surged forward. But the queen threw a wild back swing that narrowly missed their feet. The goblins hesitated for a moment before pressing forward. The Queen took another wild swing at them to deter them from approaching, but she received a stab to the back by the human that was looming behind her. Momuz, Zuntir and Zasit redoubled their efforts, but it was too late, the human *Bosa Nightmarestoker* lifted his two handed sword and drove it down onto the fallen Queen. So ended *Obok Constructrazor the Trampled Symmetry of Pools*, proud Queen of *The Stirred Irons*.

Momuz, Zuntir and Zasit were stirred into a fit of rage as they rushed forward to avenge the Queen. Zuntir pulled out his crossbow, taking down Bosa with a shot to the head., while Momuz and Zasit went to defend the Queen's body from desecration but they were met by many goblin blades and were forced into a rout. Momuz was cut down in the ensuing chaos. Sensing that the situation was hopeless, Dodók signaled the rest to retreat into the fortress, while he sank into a battle trance as he desperately tried to hold the hordes back singlehandedly. Five times was his sword raised as it shone in the midday sun, and each time it fell an attacker was struck down. But the goblins were heedless of their losses and would not be deterred, and at last he was driven back and fled into the tunnels below as the goblin hordes overran his position. The outer defenses were breached.

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Thus ended
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Spoiler: Boslututu, "The Scabrous Onslaught". (click to show/hide)

FPS: 100 (38)

Boslututu, "The Scabrous Onslaught"
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   D: 6 dwarves, 3 goblins, 4 losses
   Defender was victorious.
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In the early spring of 205, The Immorality of Battles
attacked The Emerald Gorge of The Stirred Irons at
 Boardsomber.
In the early spring of 205, the dwarf Ilral Slicktrade
the Strikes of Dominating was struck down by the dwarf
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 In the early spring of 205, the dwarf Osta
Monsterchampions was struck down by the goblin Momuz
Gorgejails the Trustworthy Band of Responsibilities in
The Beautiful Swamps.
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Duty of Foot in The Beautiful Swamps.

In the early spring of 205, the human Snodub
Evilsounds was struck down by the dwarf Zuntîr
Cobaltwatches the Worthy Guile of Jaws in The
Beautiful Swamps.

In the early spring of 205, the dwarf Aslot Werebloods
was struck down by the dwarf Zasit Milehelm the
Speechless Girders in The Beautiful Swamps.
In the early spring of 205, the human Olngö Demonmouth
was struck down by the dwarf îton Swordochre the
Mellow Plaits in The Beautiful Swamps.
In the early spring of 205, the dwarf Båx
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FPS: 100 (36)
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    Defender was victorious.
Malignedglutton was shot and killed by the dwarf Inod Clenchedtongs the Silky Brush in The Beautiful Swamps. In the early spring of 205, the dwarf Inod Clenchedtongs the Silky Brush was struck down by the dwarf Amxu Walkmaligned in Boardsomber.

In the early spring of 205, the human Zom Riddledmenaces was struck down by the dwarf îton Swordochre the Mellow Plaits in The Beautiful Swamps. In the early spring of 205, the dwarf Ngerxung Faintedscourges was struck down by the dwarf îton Swordochre the Mellow Plaits in The Beautiful Swamps. In the early spring of 205, The Duel of the human Bosa Nightmarestoker and the dwarf Obok Constructrazor the Trampled Symmetry of Pools occurred.

In the early spring of 205, the human Bosa Nightmarestoker was shot and killed by the dwarf Zuntîr Cobaltwatches the Worthy Guile of Jaws in The Beautiful Swamps.
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   Beautiful Swamps.
In the early spring of 205, the human Stosbûb
Northseduces was struck down by the dwarf Zasit
Milehelm the Speechless Girders in The Beautiful
    Swamps.
   In the early spring of 205, the dwarf Stozu Juicecurse was struck down by the dwarf îton Swordochre the Mellow Plaits in The Beautiful Swamps.
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Boslututu, "The Scabrous Onslaught" FPS: 100 (37) A: 8 humans, 8 dwarves, 2658 goblins, 20 losses D: 6 dwarves, 3 goblins, 4 losses Defender was victorious. In the early spring of 205, the goblin Momuz Gorgejails the Trustworthy Band of Responsibilities was struck down by the human Båx Oakenvile in Boardsomber. In the early spring of 205, the human Snodub Evilsounds was struck down by the goblin Dodók Bookice the Curled Duty of Foot in The Beautiful Swamps. In the early spring of 205, the human Ngom Cruelclashed was struck down by the goblin Dodók Bookice the Curled Duty of Foot in The Beautiful 0"A000A0"0 In the early spring of 205, the human Zolak Ťг **∥- γ"α**ΔΔΔ. **"**χ -Π Stealprisons was struck down by the goblin Dodók Bookice the Curled Duty of Foot in The Beautiful μ ΔΔ - - . . . Swamps. △△▲ ▲・・・・・・ In the early spring of 205, the human Snodub Evilsounds was struck down by the goblin Edëm Armorrhymed the Old Maw of Gifting in The Beautiful Swamps.
In the early spring of 205, the human Snodub
Evilsounds was struck down by the dwarf îton
Swordochre the Mellow Plaits in The Beautiful Swamps.
In the early spring of 205, the dwarf Amxu
Walkmaligned was struck down by the goblin Edëm
Armorrhymed the Old Maw of Gifting in The Beautiful

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FPS: 100 (37)

Boslututu, "The Scabrous Onslaught"

A: 8 humans, 8 dwarves, 2658 goblins, 20 losses

D: 6 dwarves, 3 goblins, 4 losses

Defender was victorious.

Swamps.

In the early spring of 205, the dwarf Osnun Flybreach was struck down by the dwarf Zasit Milehelm the Speechless Girders in The Beautiful Swamps.

In the early spring of 205, the human Båx Oakenvile was struck down by the goblin Dodók Bookice the Curled Duty of Foot in The Beautiful Swamps.

Evilsounds was struck down by the goblin Dodók Bookice the Curled Duty of Foot in The Beautiful Swamps.

FYET 100 (37)

Boslututu, "The Scabrous Onslaught"

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Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on January 24, 2016, 08:27:21 pm

Update on my schedule: Honestly I'll have to skip myself. I haven't even been able to sit in front of my computer for the last week, or sleep as much as I should. There is no way in hell I can scavenge the time needed for a year of play and the appropriate updates. I know this sucks. I'm sort of sorry.

The next players in line are DuckThatQuacks, followed by Triaxx2 for a second turn.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Sarrak on January 25, 2016, 12:04:38 am

A cursed turn, indeed...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on January 25, 2016, 12:06:07 am

Quote from: Taupe on January 24, 2016, 08:27:21 pm

Update on my schedule: Honestly I'll have to skip myself. I haven't even been able to sit in front of my computer for the last week, or sleep as much as I should. There is no way in hell I can scavenge the time needed for a year of play and the appropriate updates. I know this sucks. I'm sort of sorry.

The next players in line are DuckThatQuacks, followed by Triaxx2 for a second turn.

If you can't so it, you can't do it. No sense beating yourself up over it. We've had bad luck with people skipping, but that's always been a thing with the Ardentdike forts. At the very least it makes a good running gag.

I'm torn between wanting to see what Duck gets up to (because DuckThatQuacks is awesome at write-ups), and hoping we can stretch it to.....five? Consecutive skips?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on January 25, 2016, 02:19:08 am

I can say for certain it shall halt at five.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on January 25, 2016, 03:00:15 am

The good news is I think my PC is now virus-free.

Bad news is work is catching up to me after my 2 weeks of lower workload.

Still, hopefully it will end one day.... Mind putting me back on the end of the turn list please? Maybe the fort will even still be around by the time everyone else has had their turn (especially if the Cursed Turn claims anymore victims...)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: DuckThatQuacks on January 28, 2016, 06:28:24 am

I hate to disappoint everyone, but we won't make it to even five consecutive skipped turns. I'll be able to grab the save and get to playing tomorrow evening.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Sarrak** on **January 28, 2016, 08:47:17 am** 

Quote from: DuckThatQuacks on January 28, 2016, 06:28:24 am

I hate to disappoint everyone, but we won't make it to even five consecutive skipped turns. I'll be able to grab the save and get to playing tomorrow evening.

Three have said so. All failed. Now it's your turn to try.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on January 29, 2016, 03:24:00 am

Quote from: DuckThatQuacks on January 28, 2016, 06:28:24 am

I hate to disappoint everyone, but we won't make it to even five consecutive skipped turns. I'll be able to grab the save and get to playing tomorrow evening.

Oooh, fantastic. Grab some screenshots when you start out, please. I've lost track of the place.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: DuckThatQuacks on January 29, 2016, 09:08:42 pm

# Murderflood, Evening of 28 Obsidian, 206

Rith Towerboats, manager/bookkeeper of Murderflood, was getting nervous.

"Alright," she said, "So Sarrak is also unable to take the role of overseer." She paused, looking down at her tablet.

"Oh! Oh! Pick me!" said an eager voice from the crowd.

"Um," said Rith, ignoring the speaker. "Let me see who else might be available..."

"Me! Me! I'll do it! Hey, over here!"

"Taupe!" said Rith, relieved, as she pointedly avoided looking at the small figure jumping up and down and waving for her attention. "Taupe," Rith continued, "you have experience overseeing the fortress, and so in this case you have the right of first refusal before we consider giving the position to anybody else. Taupe?"

Nobody responded.

"Has anybody seen Taupe?" Rith asked, growing desperate.

"Here he is!" somebody said. The crowd parted to reveal a figure curled up on the ground, moaning. Rith rushed over.

"Taupe!" she shouted, "Get up!"

"Ugh, Rith don't be so loud," Taupe whispered, "s'too early."

"It's almost sunset, you idiot, and we're choosing a new overseer," Rith said, more angrily. "Haerdalas and Sarrak can't do it so I need you to take the job."

"We're choosing something? Is that why there's all this talking going on?" Taupe coughed and tried to sit up. "You know, I've been thinking about talking..."

"I've been contemplating the concept of speech."

"What I need you to think about now, Taupe," Rith said, "is getting over your damn hangover and agreeing to be the next overseer! Now, will you take the job?"

Taupe sat up a little straighter, looked Rith in the eye, opened his mouth, and vomited.

"Damn it Taupe!" Rith said, trying not to gag. "Was that a yes?"

Taupe slumped over and began to snore. Rith's mind was racing. Maybe she could still work with this...

"I think... I think that was a yes," she told the assembled dwarves. "That means that Taupe will be—"

"Nuh-uh! The case of *Urist vs. the People of Boardsomber* established that vomiting cannot be taken as assent! We all learned that in history class!"

Rith bit back a curse, and finally turned to the person she'd been ignoring all evening.

"You know what, fine," she said. "If nobody here cares enough to run this place, I don't see why I should work so hard to prevent you from taking charge."

"Does that mean I can be overseer?"

"Knock yourself out, kid."

'Duck' Lekmomuz, Dwarven Child "'Duck' Bristledcrypts" 9

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: DuckThatQuacks on January 29, 2016, 09:25:25 pm

Journal of Meng 'Duck' Bristledcrypts, Future Overseer of Murderflood

Hot damn! As of today I am now the youngest-ever overseer of Murderflood!

She is eleven years old, born on the 5th of Hematite in the year 196.

Even though I'm not legally an adult yet I do turn twelve this year and so I think I am totally mature enough to run this place. And I've got a *ton* of ideas!

But because I am a mature kid almost young adult I'm going to do this right. Let's start with an overview of our situation.

```
City Usanlaluth, "Murderflood" FPS: 100 (24)
 Animals
 Kitchen
 Stone
 Stocks
 Health
 Justice
Created Wealth:
 3292350¤
147928¤
 Population:
 101
 Armor and Garb:
Furniture:
 5
 None
 Miners
 347380¤
 Woodworkers
 Axe Lords
 2
 Other Objects:
Architecture:
 1043629#
 Stoneworkers
 10
 Swordsdwarves
 None
 746963¤
 Swordmasters
 Rangers
 1
 4
 None
 Metalsmiths
 Displayed:
 503914¤
 3
 Macedwarves
 Held/Worn:
 217819¤
 Jewelers
 None
 Craftsdwarves
 None
 6
Imported Wealth:
 240475¤
 2
 Hammer Lords
 3
 Speardwarves
 Peasants
 None
 None
Exported Wealth:
 Dwarven Childrn
 Spearmasters
 81179¤
 21
 None
 Marksdwarves
 None
 None
 Elite Mrksdwrvs
Food Stores:
 None
 6409
 Farmers
 16
 428
 Seeds
 969
 23
 Wrestlers
 None
 Fish
 Drink
 Trained Animals
 A
 Elite Wrestlers
 None
 80
 812
 1
 Other
 Recruit/Others
 Plant
 1406
 2714
 Other Animals
 A
 54
 None
```

We're not in dire need of anything it looks like! That means I can't dramatically save everybody by single-handedly striking out into the wilderness to recover a lost supply caravan while fighting goblins and mist-creatures but I suppose that on the whole it's better that we have enough food.

I also ought to review the fortress from top to bottom. That's something a responsible overseer does.



 $Hm...\ the\ ground\ level\ looks\ a\ little\ confusing.\ But\ at\ least\ the\ magma\ dike\ is\ mostly\ full!$ 

Unlike most forts, we've got a fair amount of above-ground construction

Spoiler: One Level Up (click to show/hide)



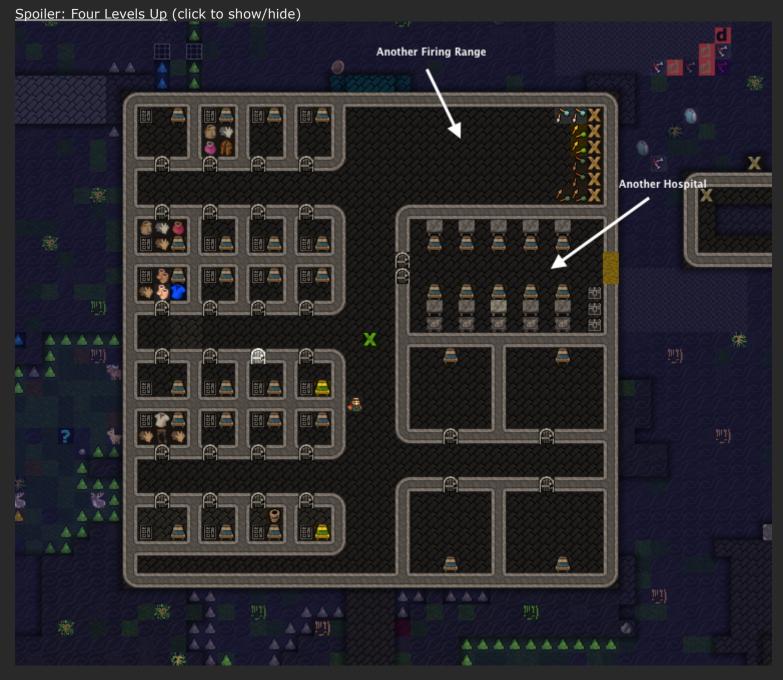
Looks like there's some redundancy here. But that's not necessarily a bad thing! It means we have spares!



Not much going on here. Gwolfski sure has a lot of gem windows.



This level seems pretty sensible!



The hospital here seems much nicer than the one on the ground level. Maybe we should dismantle that one. I mean I hate to be the overseer that closes hospitals but I really think we just need the one and I have to be willing to make Tough Decisions for the good of the fortress.

Spoiler: Five Levels Up (click to show/hide)



The pile of blocks makes sense, but that seems like an out of the way location for a millstone.

Spoiler: Six and Seven Levels Up (click to show/hide)





Honestly, the Baronial Spire seems a bit sparse, especially compared to Gwolfski's rooms.

Spoiler: Twelve, Thirteen, and Fourteen Levels Up (click to show/hide)







Vuohiparta's Tower isn't quite as opulent as Gwolfski's chambers are, but it goes really really high up! I wonder if the tower sways in the breeze ever. That'd be pretty disconcerting I'd think.

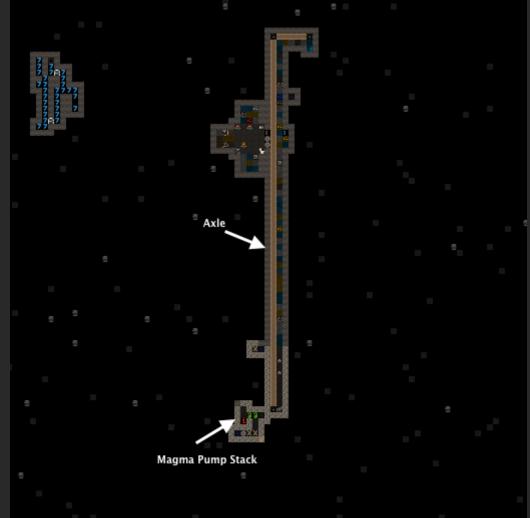
Well, that's it for everything above ground. Let's look at what we've dug under the surface.

Spoiler: One Level Down (click to show/hide)



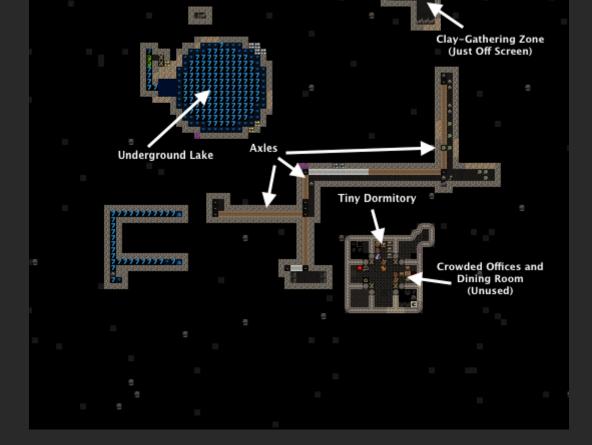
This level is very sandy so I'm not surprised we haven't done much with it.

Spoiler: Two Levels Down (click to show/hide)

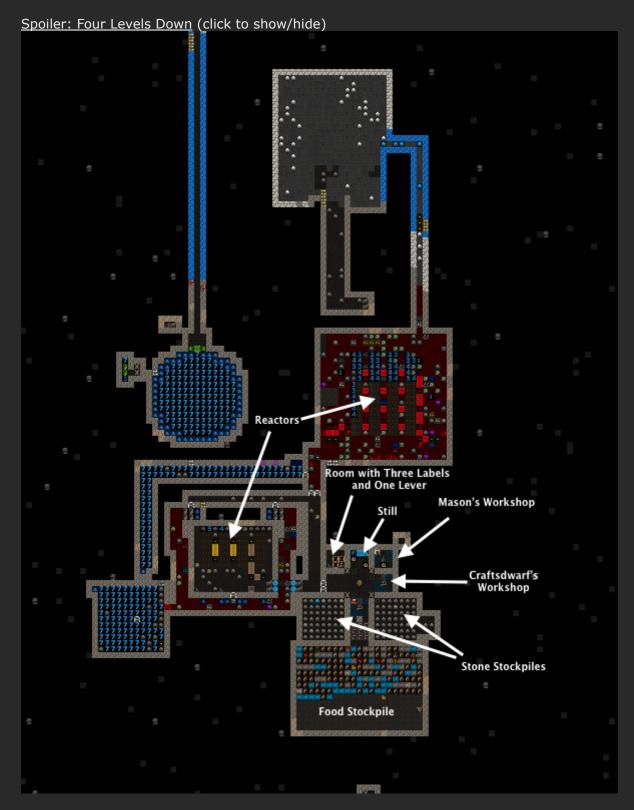


That big axle delivers power to the magma pumps. There isn't really anything else here.

 $\underline{ Spoiler: Three \ Levels \ Down} \ (click \ to \ show/hide)$ 

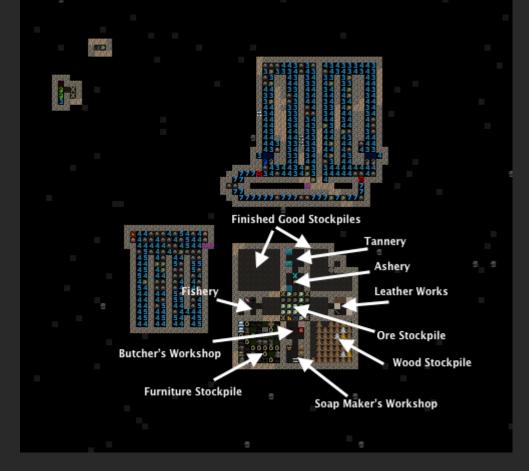


I think that underground lake must be dwarf-made!



Those gigantic reactors are brilliant! The spinning wheels lift water up, and then when the water dumps back down it pushes the wheels, causing them to spin, which lifts more water, continuing the cycle perpetually!

Spoiler: Five Levels Down (click to show/hide)



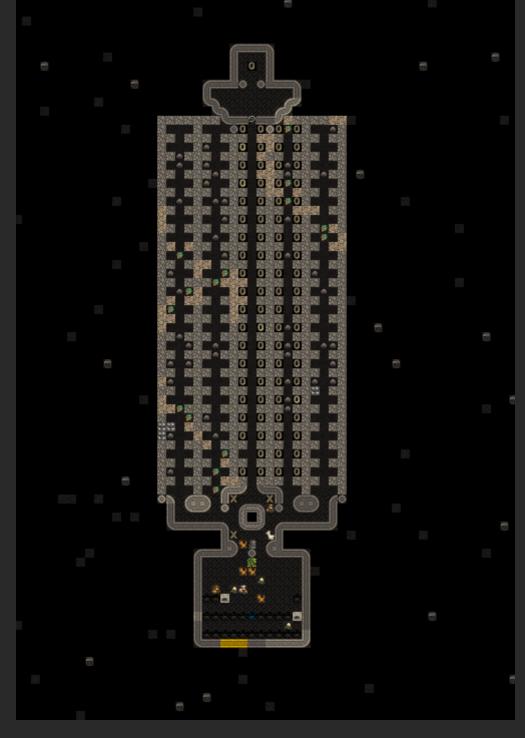
These are just some stockpiles and a few workshops that have nothing to do with those stockpiles.

Spoiler: Six Levels Down (click to show/hide)



We recently struck adamantine (praise the miners!), and this is where we process it.

Spoiler: Seven Levels Down (click to show/hide)



This level is basically just a giant cemetery. Hopefully we won't ever fill it up.

Spoiler: Eight Levels Down (click to show/hide)



This level has a lot of potential, I think.

Spoiler: Nine, Ten, and Eleven Levels Down (click to show/hide)



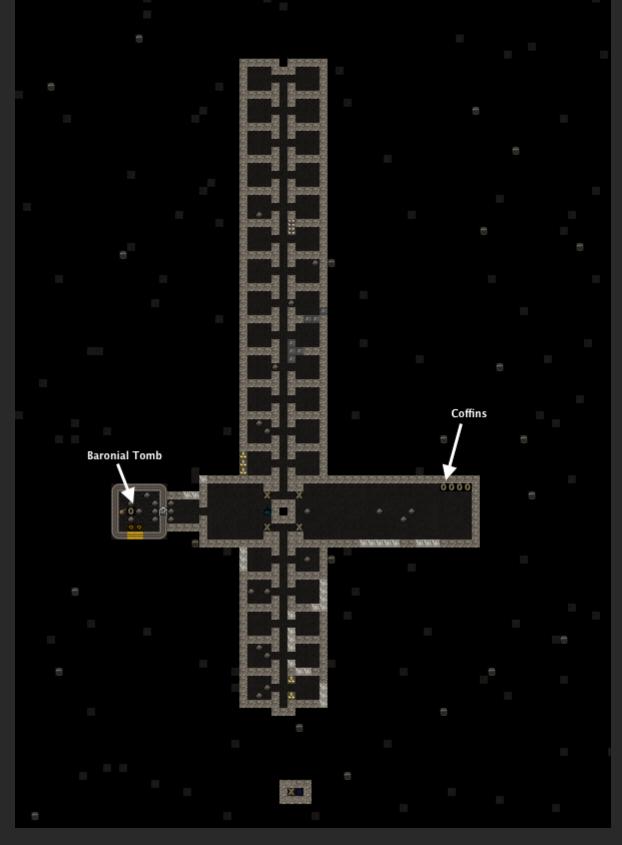
Workshops and stockpiles, with plenty of room to expand!

Spoiler: Twelve Levels Down (click to show/hide)



On this level, you can see how our advanced exploratory mining techniques worked.

Spoiler: Thirteen Levels Down (click to show/hide)



This level is kind of empty and drafty, but I think we could make some very nice memorials to particularly heroic dwarves down here.

There's nothing interesting on the next few levels, but eventually we hit the caverns.

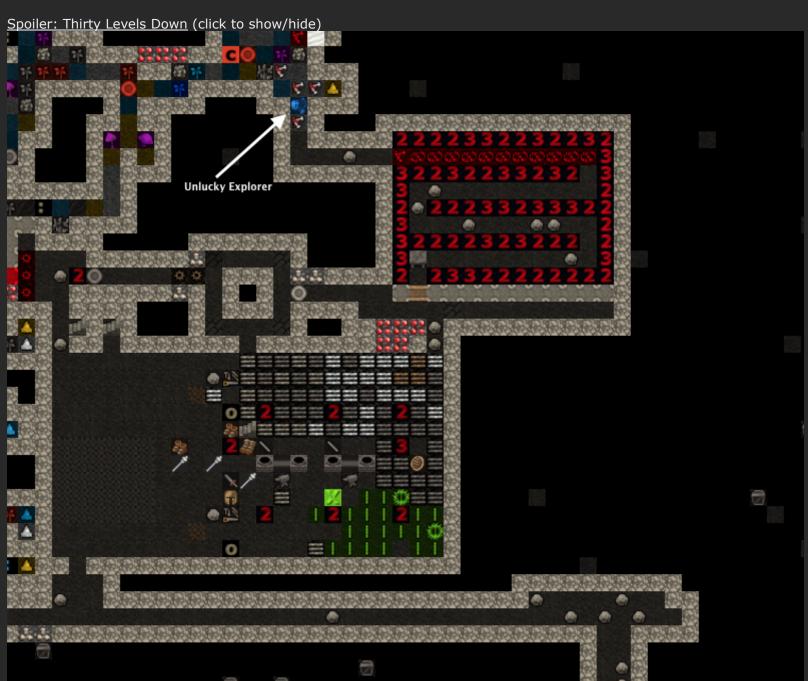


 $\ensuremath{\mathsf{A}}$  lot of monsters try to get in through the caverns so we need some deadly traps.

Spoiler: Twenty-One Levels Down (click to show/hide)

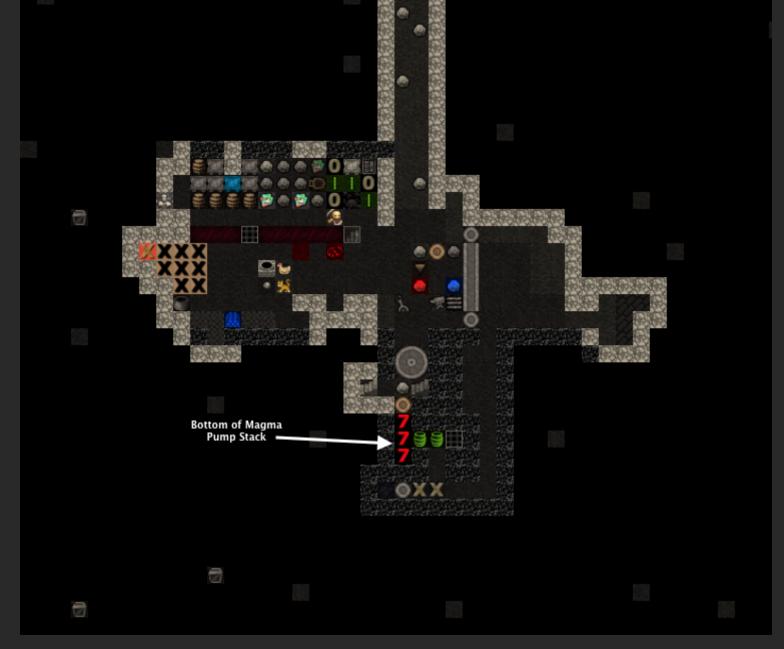


This seems like an awful long way to haul dead goblins. Maybe we should just toss them in the magma in the future.



You can get into the caverns from here, but they're full of zombie gorlaks. Also, none of those magma forges works.

Spoiler: Thirty-One Levels Down (click to show/hide)



And this is the very bottom of our fort! It's where we get the magma for the dikes.

So that's the fort! Unfortunately it is now past my bedtime and mom is yelling at me to go to bed. She says that I may be an overseer now but I'm still a child and I have to do what she says. I can't wait until I turn twelve.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on January 30, 2016, 12:21:16 am

Yay! Murderflood plods on.

Some explanations are in order.

The underground lake is a magma flood proof well cistern actually. The wells are right outside Gwolfski's residence near the statues. There are hatches to seal and unseal them in case of magma flooding, and they might be dry now because the hatches are sealed. There's a lever to operate the hatches in the lever room in the tower south of the main complex, in the room that is full of levers. Those levers are for operating the magma pump stack and the well cistern. There is a separate lever room in the old meeting hall that contains the levers to operate the bridges of hazard and danger (great names).

The room with 3 labels and a lever used to have more levers to operate the old trash disposal before we had magma, but I dismantled them when I made the new refuse stockpile down below and floored over the old trash chute. I think its safe to remove any labels without levers attached to them in that room. Feel free to repurpose the refuse stockpile 21 levels down to something else.

Also, if you can't get the reactors running for the magma pump stack (I could not figure out how it worked when I tried), just use dwarf power.

Please help a fellow dwarf out and dismantle the pump, the blue walls to the south of the forge and the pipeline running towards the magma forges on "One level up" if you can, I didn't have time to deconstruct them during my turn, and they've been an eyesore to me for some time now.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on January 30, 2016, 05:09:54 am

What on earth? I thought I'd built those blasted forges so the magma couldn't drain out of them.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on January 30, 2016, 10:05:51 am

Truly an admirable introduction, Duck!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on January 30, 2016, 10:33:36 am

Let's hope your turn goes as well as your introduction.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on January 30, 2016, 05:05:48 pm

Progress! Finally! Please keep it up! And hey, the other room below my quarters was meant to serve the following overseers, so techically it's not MY tower alone. Feel free to move in, if you wish.

Also, Fall of Boardsomber was quite epic!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on January 30, 2016, 06:27:47 pm

Nice to see that my tomb (Top of the image for "Seven levels down") hasn't been filled with coffins or dead rats or bags of plump helmets. The above-ground is looking good as well....apart from the dike not being filled yet. But it's there at least!

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on January 31, 2016, 05:10:32 am

Quote from: Triaxx2 on January 30, 2016, 05:09:54 am

What on earth? I thought I'd built those blasted forges so the magma couldn't drain out of them.

I believe I mentioned this in an earlier post, but the magma pumping is draining the magma just below the forges because that specific area of magma isn't bordering a map edge, thus it won't regenerate any magma over time. I ran into the same problem in the previous iteration of murderflood.

#### Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on January 31, 2016, 07:56:53 am

Ah, well, turns out I didn't build the forges this time around. Checked my turn and I'd only built the workshop levels.

On the list of things I'll correct when my turn comes up.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: DuckThatQuacks on January 31, 2016, 09:34:40 am

#### Journal of Meng 'Duck' Bristledcrypts, Overseer of Murderflood

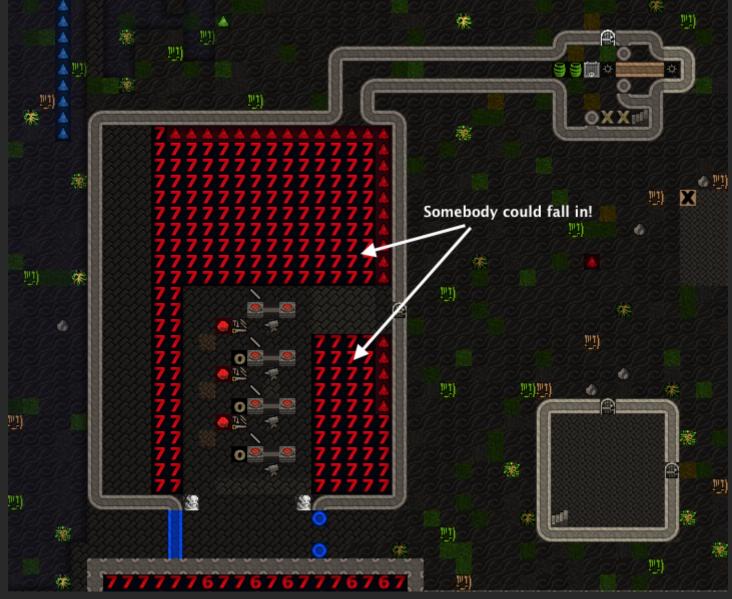
#### 1 Granite, 207:

Well, now that it is morning I am officially the overseer and can start giving orders!

First, I am regretfully closing down the old hospital. It is crowded and dirty and in a hallway that people walk through all the time and we have a much nicer hospital several levels up and I wouldn't want any sick dwarves getting confused!

Second, I'm ordering Zulgarkun's magma works cleaned up and expanded. That open pit of magma is very dangerous.

Spoiler (click to show/hide)



We'll cover it up, and then we'll be able to build more forges and furnaces AND it'll be safer!

Since it's spring time, we're expecting elves to show up to trade, and we don't have a trade depot! I've ordered that remedied.

In the meantime I'm going to go looking for the levers that release the gates that are preventing the rest of the dike from filling with magma. There's really not much point to having a dike I think if it isn't full of magma so this will be a personal priority.

# 2 Granite, 207:

Looking at our stockpiles, we appear to have plenty of iron and flux stone, so I've ordered the production of a whole bunch of steel!

## 3 Granite, 207:

Everybody is just carrying things around! I want them to work the forges and build the trade depot and expand the magma works but they keep telling me that they're "Storing items in stockpiles"! I thought they'd be able to tell what was important and what wasn't on they're own but I think I'm going to have to give very detailed orders to each and every dwarf about what he or she should do. I guess this is just one of those Burdens of Leadership that I'm always reading about.

## 4 Granite, 207:

I was up all night (don't tell mom! I was working by candlelight under the covers so she'd think I was sleeping), but I came up with a plan to organize all the workers. It's not perfect but I think it should cover most of the things we need done in this place!

There are 101 dwarves living here, but 21 are children and aren't allowed to work even if they are the overseer. Another 22 are in the militia and can't be relied upon to do regular labor (we'll get to them later). So I've divided up the remaining 58 dwarves as follows:

- 2 Brewers
- 1 Cook
- 1 Clothesmaker

- 1 Weaver
- 1 Carpenter
- 3 Masons
- 4 Furnace operators
- 1 Weaponsmith
- 1 Armorsmith
- 5 Growers
- 3 Farmers, who do pressing, plant processing, etc. everything but planting
- 3 Miners, with two of them cross-trained as mechanics
- 2 Full-Time Doctors
- 5 Construction workers, who will do architecture, construction, and deconstruction
- 20 Teamsters who will just haul stuff around
- 5 Garbagedwarves, who will haul refuse and only refuse

The 22 militiadwarves will be assigned to furnace operating, strand extracting, and hauling when they are off-duty.

Anyway there are a couple of gaps in those labor assignments but these cover our priorities and when I turn twelve this Hematite I'll be able to help out.

Anyway even though I stayed up all night I'm totally not tired! I'm not! I'm going to go hand out the new assi—

Eep!

#### 5 Granite, 207:

A good leader does not panic. When a siege comes, a good leader sends out the militia and the only reason a good leader does not join the defense herself is because her mom won't let her. That is the only reason. Not because she is scared.



#### 7 Granite, 207:

The militia are assembled outside the fort and they are closing with the goblins!



They're fighting! I can't watch!

## 8 Granite, 207:

The militia sure do work fast! I, um, blinked, and missed the whole battle! Now there's just a red smear across the landscape where the goblin army used to be.

Spoiler (click to show/hide)



With the danger passed, I can finally get around to handing out those new labor assignments. I think they'll really streamline our operations and give us synergy and stuff.

#### 9 Granite, 207:

It turns out there was an elf diplomat hanging around here! I didn't even notice him until he started screaming at the baroness.

The baroness Ilral ònulíkthag of Mrdrfld mts wth th Elf dplmt Awm Rthèlén FPS: 100 (25)

Aweme Rathèléna: You have disrespected the trees in this area, but this is what we have come to expect from your stunted kind. Further abuse cannot be tolerated. Let this be a warning to you.

How did we disrespect the trees? What trees? There's only one tree here, and we didn't cut it down!

## 10 Granite, 207:

I've ordered the tree cut down. We need the wood, and the elves are angry at us anyway.

Also, the goblin siege left us with a lot of unsightly corpses. I've ordered the construction of a garbage chute that leads straight into the magma dike for trash disposal.

## 15 Granite, 207:

My reorganization is paying off! Today we finished building our new trade depot!



# 16 Granite, 207:

Looks like the trade depot got finished just in time!

A elven caravan from Alu Inó has arrived.

# 19 Granite, 207:

Everybody run for your lives!

A cloud of vile mist has drifted nearby!

## 20 Granite, 207:

The mist cloud dissipated before it reached the fort so we're all okay. Also I was only under the bed because I was looking for a sock that I thought I lost under there.

## 22 Granite, 207:

Sarrak apparently really likes his shield.

Spoiler (click to show/hide)

'Sarrak' Stinthådnol Rinulosdin Oltar, Soldier has bestowed the name Sûbilebal upon a copper shield!

∟Press Enter to close window=

It means "The Robust Reverence." I'm not totally sure how that makes sense but I can't question the alliteration.

## 23 Granite, 207:

I finally found the levers to flood the rest of the dike! I can't believe I missed them — they were in a whole room full of levers that I'd just never noticed.



Magma is now pouring into the rest of the dike. I'm a little concerned that it won't be deep enough, though. I'm going to see if I can get the reactor going to run the pump stack.

#### 24 Granite, 207:

The elves didn't have much to offer, but we did get some fruit in exchange for old clothes.

#### 1 Slate, 207:

Well, I had to pull seven different levers and build gears and axles in two places, but I got the reactor going! It's powering the pump stack now! It'll be a while I think but eventually the entire dike should be completely full of magma!

Spoiler (click to show/hide)



## 2 Slate, 207:

We need more coal for our steel production. I've ordered some wood burned into charcoal, but we don't have enough wood to really meet our needs. I'm looking into making a tree farm. How hard could it be?

## 5 Slate, 207:

Looks like De wants to name his shield, too.

Spoiler (click to show/hide)

The name means "Plaitedcrews"

## 18 Slate, 207:

The fortress attracted no migrants this season.

It's been kind of a long time since we've had new migrants to the fortress. Maybe we need some sort of outreach program?

## 5 Felsite, 207:

The improvements to the magma works are done! There are a lot more smelters AND a glass furnace AND a kiln AND some stockpiles! And it's all safe and nobody will fall into the magma!



## 11 Felsite, 207:

## ∍Sazir Ulăbuzol, Construction Worker is taken by a fey mood!

One of the construction workers suddenly declared that he had better things to do than building the garbage chute. He grabbed two rocks and barricade himself in a mason's workshop.

#### 16 Felsite, 207:

Despite Sazir's slacking, we managed to finish the garbage chute. Now we can dump corpses into the magma to be rid of them.



#### 22 Felsite, 207:

Sazir emerged from his workshop today, inviting everybody to come look at his work.

Sazir Ulăbuzol, Construction Worker has created Semorakir, a granite statue of Tobul Gildwalled!

=Press Enter to close window=

## Spoiler (click to show/hide)

This is a granite statue of Tobul Gildwalled. All craftsdwarfship is of the highest quality. The item is a masterfully designed image of Tobul Gildwalled the human and dwarves in granite by Sazir Ulåbuzol. Tobul Gildwalled is surrounded by the dwarves. The artwork relates to the ascension of the human Tobul Gildwalled to the position of king of The Stirred Irons in 35. It is encrusted with cushion granite cabochons and encircled with bands of rectangular granite cabochons.

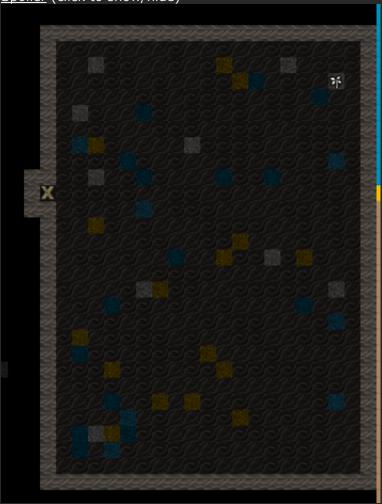
Basic Value: 5400\*\*

It's a nice statue, but did he have to commemorate that time when we had a human king?

## 24 Felsite, 207:

We'll, we've got nice big tree farm dug out. Now all we have to do is wait for trees to grow!

Spoiler (click to show/hide)



Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Zuglarkun** on **January 31, 2016, 10:38:29 am** 

Quote from: DuckThatQuacks on January 31, 2016, 09:34:40 am

The baroness Ilral ònulíkthag of Mrdrfld mts wth th Elf dplmt Awm Rthèlén FPS: 100 (25)

Aweme Rathèléna: You have disrespected the trees in this area, but this is what we have come to expect from your stunted kind. Further abuse cannot be tolerated. Let this be a warning to you.

How did we disrespect the trees? What trees? There's only one tree here, and we didn't cut it down!

#### 10 Granite, 207:

I've ordered the tree cut down. We need the wood, and the elves are angry at us anyway.

I am immensely tickled by this absurdity, in fact I LOLed for about a minute. I particularly enjoyed your response at this absurdity, which provided another minute of laughter.

Quote from: DuckThatQuacks on January 31, 2016, 09:34:40 am

#### 5 Felsite, 207:

The improvements to the magma works are done! There are a lot more smelters AND a glass furnace AND a kiln AND some stockpiles! And it's all safe and nobody will fall into the magma!

Spoiler (click to show/hide)



Thank you for cleaning up that mess. Thank you kindly.

Now if need be, we could probably expand the complex upwards so that the entire building could be devoted to smelting, metalworks and stuff like that.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on January 31, 2016, 11:35:25 am

Yeah, because running magma over the heads of the dwarves always works so well. :P

Though I suppose you could build it like the workshops below ground. Three levels, with Workshops in the middle and storage above and below.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: DuckThatQuacks on January 31, 2016, 02:43:01 pm

# Somewhere in the bowels of the earth...

Something stirred. The people of the old world had a name for him, a name spoken only in hushed voices, lest they draw the attention of a dread being older than the world itself.

They called him McDuck.

Few in this world knew that name, for now, but all would fear it before the end came.

In the world above, the seasons turned, and in the instant of non-time between spring and summer, McDuck extended his reach. He could not stretch his will to the surface world, not yet, but his reach was far enough that he came across a solitary dwarf, making his way up a staircase. McDuck exerted his will.

The world *twisted*, and the dwarf missed his next step...

## Journal of Meng 'Duck' Bristledcrypts, Overseer of Murderflood

1 Hematite, 207:

Summer has arrived on the calendar.

It's summer time! My birthday is in just a few days!

## 4 Hematite, 207:

Tomorrow's my birthday! I'll be a year older and finally count as a real adult! I'm so excited!

She is eleven years old, born on the 5th of Hematite

6 Hematite, 207:

What happened?

## She is eleven years old, born on the 5th of Hematite

Yesterday was my birthday and I waited all day but I never turned twelve! That's not fair!

## 7 Hematite, 207:

```
Adil ágèzum, Glassmaker has been missing for a week.
```

Adil hasn't been seen in a week! I've asked around but nobody knows where he is! I've ordered a search of the fortress.

#### **10 Hematite, 207:**

We found Adil.

# Adil ágèzum, Glassmaker has been found dead.



He was at the very bottom of the staircase at the very lowest point in the fortress, all splattered in pieces. Chief Medical Dwarf Relicbirds says that he must have fallen on the stairs. But how could falling down the stairs have splattered him like that? Anyway we're burying his body and we've set up a memorial.

#### Spoiler (click to show/hide)

This is a superior quality granite memorial to Adil ágèzum. The slab reads "In memory of Adil ágèzum / Born 146 / Died after colliding with an obstacle in the year 207 / Creator of Cagephrased the Quick Letter / Lover of floodgates".

Rest in piece, Adil Overhames.

# 11 Hematite, 207:

The magma dikes are all full! I've disengaged the reactor now since we don't need it anymore.

Spoiler (click to show/hide)



I still can't believe what happened to Adil. Who ever heard of a dwarf just slipping on the stairs before? We're supposed to be extrastable! I'm trying to think about other things because I have to Set an Example for the others but it is really hard to avoid thinking about a mysteriously splattered corpse.

# 12 Hematite, 207:

# A human caravan from Usmenbehal has arrived.

Hopefully the humans will have more interesting stuff than the elves did.

## 15 Hematite, 207:

Well, I was really hoping for some logs, but the humans didn't have any. Still we were able to get a lot of alcohol and plants and meat and fish and seeds. All they asked in return was some of our old clothes! Clothes that won't even fit them! It seems very nonsensical, but I guess that's humans for you.

## 20 Hematite, 207:

'Asmoth' Rigòthvesh, Noble(?) has bestowed the name Razmer Othör upon a copper shield!

=Press Enter to close window=

Wow, it seems like all the soldiers are naming their shields. Asmoth is calling hers "The Violator of Erasure".

## 1 Malachite, 207:

Not wanting to be left out, Sibrek is naming her shield "The Flowery Torch".

Sibrek Mosusdetes Arothudib Gukil, Swordmaster has bestowed the name Totmonlitast upon a copper shield!

=Press Enter to close window=

## 3 Malachite, 207:

Edem has decided to be different, and is instead naming his mace.

Edēm Endokurrīth Relonágesh Sesh, Mace Lord has bestowed the name Gulnasubas Ämèrith upon a silver mace!

=Press Enter to close window=

He calls it "Islandscream the Yawning Labors", which I guess is appropriate given that he calls himself the "Royal Contest of Socketing."

## 10 Malachite, 207:

The fortress attracted no migrants this season.

I'm getting concerned. Are we alone in the world now?

## 27 Malachite, 207:

It's been over a month since my birthday and I still haven't gotten older. I'm sick of waiting! I'm going to go ahead and have my party anyway because I'm the overseer and nobody can stop me.

The Dwarven child 'Duck' Lekmomuz has organized a party at granite Statue.

## 12 Galena, 207:

Everything is going great! It's been really quiet actually.

#### 13 Galena, 207:

AAAAAAAAAAAAAAAAAA—

The Plains Titan Râbabspuzsux Gusloomrab has come! A great quadruped composed of coral. It has a long, straight horn and it moves deliberately. Beware its deadly spittle!

=Press Enter to close window=

—АААААААННННННН!!!

#### 14 Galena, 207:

Okay on further reflection it probably didn't make much sense to transcribe my scream in my journal yesterday. I feel undignified enough as it is.

I've ordered all civilians back inside the perimeter and sent the militia out to meet the titan. We're standing by to raise the bridges if our soldiers should fall.

## 15 Galena, 207:

The militia's strategy seemed a bit unorthodox to me, but I can't argue with the results.

Spoiler (click to show/hide)

The Mace Lord bites The Plains Titan in the lower body, fracturing it!
The Mace Lord latches on firmly!

The Soldier bites The Plains Titan in the head, chipping it!
The Soldier latches on firmly!

The militia captain bites The Plains Titan in the left rear leg, fracturing it!
The militia captain latches on firmly!

The Soldier bashes The Plains Titan in the head with his \$\precepta\$ silver war hammer \$\precep\$ and the injured part is crushed!

Junglepanther the Misty Shins will not trouble the world any longer!

## 22 Galena, 207:

I suppose I can't blame Sarrak for wanting to name the hammer he used to kill the titan (he's calling it "Shootechoes").

'Sarrak' Stinthådnol Rinulosdin Oltar, Soldier has bestowed the name Keskalsárek upon a silver war hammer!

=Press Enter to close window=

Still, I can't help but notice that he's now named both his weapon AND his shield.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: DuckThatQuacks on January 31, 2016, 02:44:29 pm

Out of character, I should note that I have absolutely no idea what happened to Adil Agezum. There were no combat reports or anything, he just suddenly showed up dead (and in several pieces) at the very lowest point in the fortress.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Daetrin on January 31, 2016, 03:11:43 pm

Quote from: DuckThatQuacks on January 31, 2016, 02:44:29 pm

Out of character, I should note that I have absolutely no idea what happened to Adil Agezum. There were no combat reports or anything, he just suddenly showed up dead (and in several pieces) at the very lowest point in the fortress.

Nothing could be more perfect.

Wow, the Ardentdikes legacy lives on. I am glad Duck and company are so much better (and more dedicated) than I am! E: Wow, actually reading this thread. Art and everything? You people are amazing.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on January 31, 2016, 06:24:33 pm

At a guess, I'd say he either dodged something or fell asleep. Things like that make them think they're in midair rather than standing on steps, so reality bends to their beliefs and they fall.

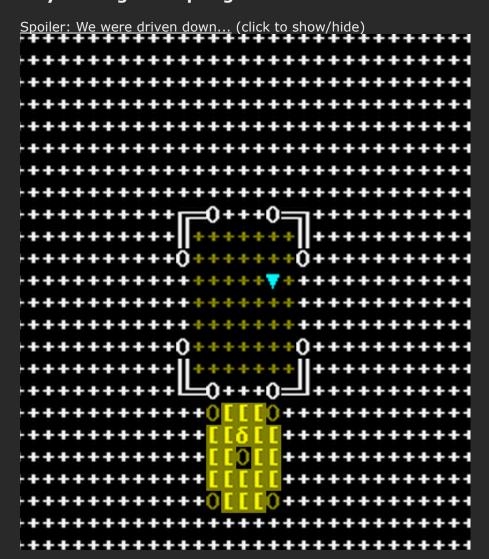
Asmoth's Journal, Granite 207.

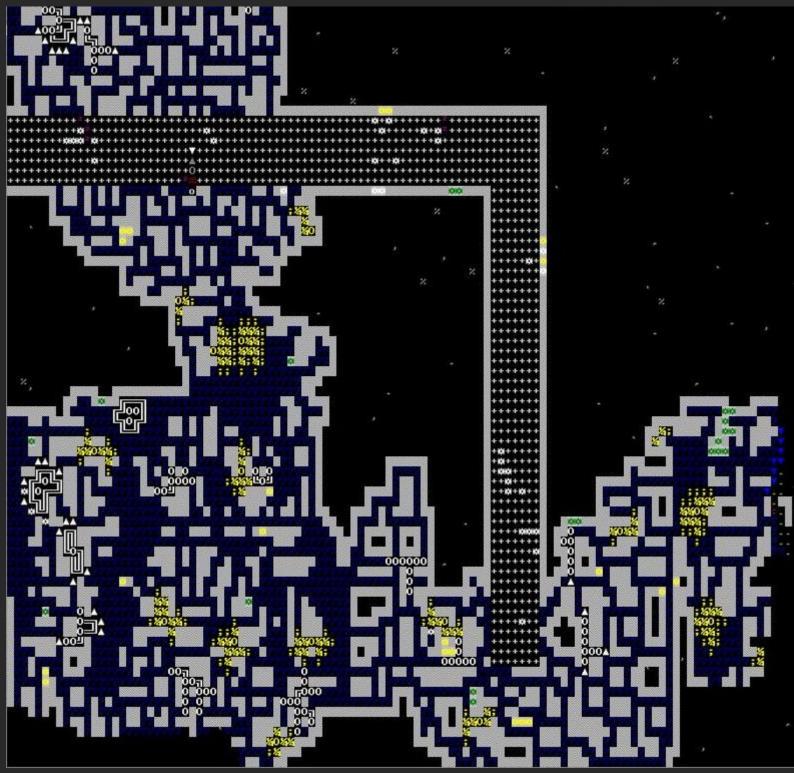
Someone is clearly trying to insult me. First they intervene in my designs on the nobility of this place and give it to one of the cactus' family, then they put a child in charge of the fortress. Now the child is trying to make us work in the forges during our breaks! The rest of the maggots in the militia shouldn't even have any time off, and my breaks are spent making sure that the law of the land is upheld... in a way that suits me. I've sent word to the goblin warleaders that our defences have been compromised by elves, and a few notes about how trees are stupid to the elven queen. Perhaps once the child realises that the militia has better things to do, he'll stop wasting our

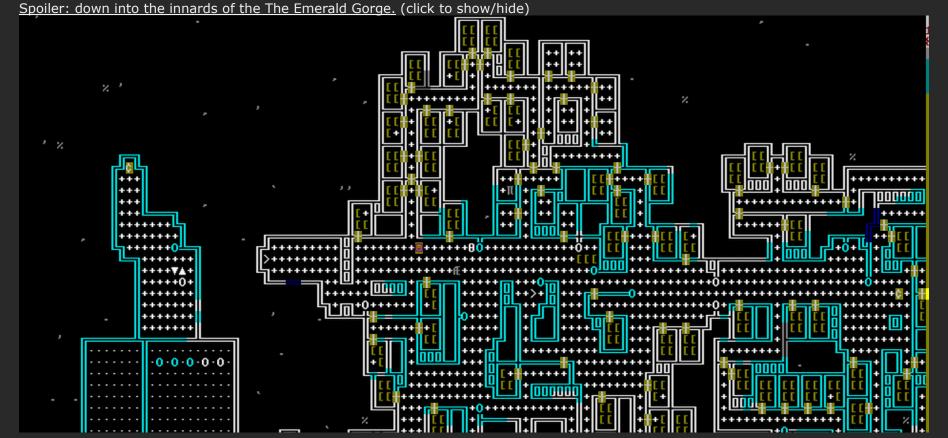
Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on February 01, 2016, 09:02:55 pm

The Fall of Boardsomber: Part 2

# Mayor's Log: Mid spring 205









Spoiler: Many of our non-combatants that were still lingering in the workshops (click to show/hide)

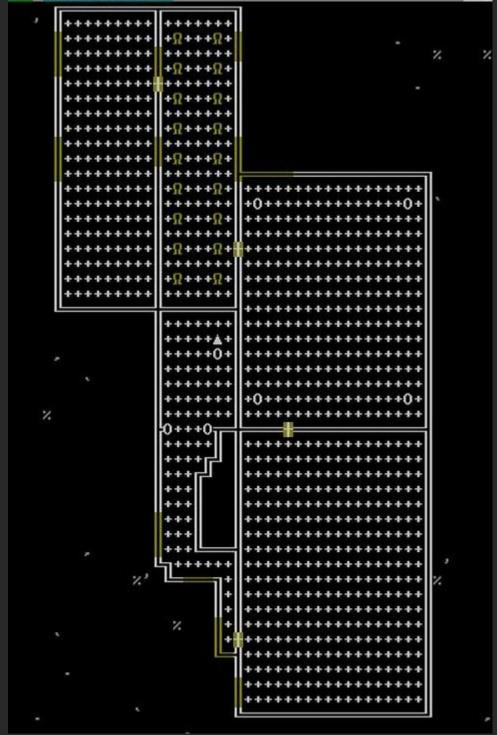




Spoiler: were caught unawares and no one knows of the fate that has befallen them (click to show/hide)

```
Missing
Urvad Idenamud, Furnace Operator
 Missing
Rovod Ultèrkivish, Animal Dissector Missing
 Missing
Melbil ingizsigun, Animal Dissector Missing
Zan èrithsanus, Gem Setter
Urdim ònuloth, Woodcutter
 Missing
 Missing
 Missing
Edëm Shemallas, Mason
 Missing
Stodir Zuglardegël, Peasant
Tobul Dodókeshtân, Miner
 Missing
 Missing
èrith Dumategath, Milker
Uvash Lolokasdûg, Milker
 Missing
 Missing
Unib Avuzumstiz, Peasant
 Missing
Mörul Ometolin, Peasant
Kogan Likotidith, Woodcutter
Libash Athelmemad, Peasant
 Missing
 Missing
 Missing
 Missing
Adil Loloknëlas, Animal Dissector
 Missing
Ast Kikrostfath, Cook
 Missing
 Missing
Missing
Thob Nishlimul, Peasant
 Missing
Vucar Geshudmûthkat, Bowyer
îton Solozbesmar, Butcher
 Missing
 Missing
 Missing
 Missing
Kulet Masosdomas, Butcher
Dastot Bubnustobul, Farmer
 Missing
Missing
Nish Eguldomas, Engraver
Thîkut Zuntîrarros, Gem Setter Missing
Sarvesh Eralatul, Metalsmith Missing
 Missing
```

We have been holding out in the inner chambers for days now. It has been suspiciously quiet ever since they've seized the workshop levels. The few of us remaining have managed to hide ourselves away, barricading ourselves in <a href="Spoiler: The Queen's chambers">Spoiler: The Queen's chambers</a> (click to show/hide)



in the lowest part of the fortress via a locked hatch. I hope that we are not discovered.

The situation appears to be quite grim, food supplies are dwindling and we are almost out of booze as our main food stores are located in the workshop levels. I fear we will be forced to subsist on vermin if things go south, already I see the blank look of hunger on some as they stared at the rats scurrying by.

"Its all your fault Edem!"

"I don't want any of your stinking kind anywhere near me!"

"I knew never to trust a goblin!" Bickering ensued as dwarves driven mad with hunger and despair took turns laying the blame at poor Edëm who had bore the brunt of scrutiny for his spectacular failure at diplomatic negotiations.

The situation only came under control when Dodók came over to separate the others. Weak with hunger, they knew not to challenge the goblin general who had been doing better than the rest of us since he did not need to partake of refreshment. There are a few who

resented him, but all respected his skill in combat and prowess at arms. Begrudgingly, they let the matter slide and sauntered off elsewhere.

This disparity in the treatment of Dodók and Edëm symbolized how our dwarven multiculturalism functioned, and how this stigma against "outsiders" came about. Our goblin and human comrades were held as role models; of what proper dwarven education could lead "foreign" individuals to become in dwarven society. However, this particular brand of multiculturalism was a doubled edged sword that magnified their every deed or misdeed, and so it became particularly easy to associate their mistakes with their race even though they were assimilated and raised as fully fledged dwarves.

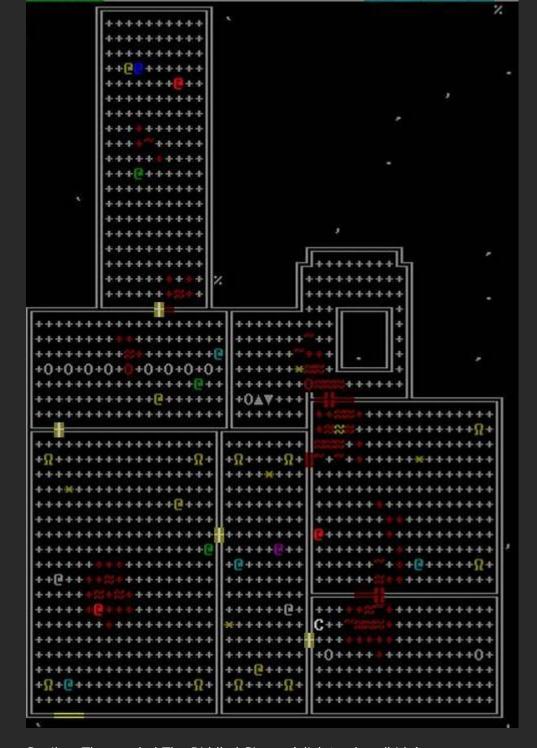
Perhaps my brief time of being integrated into goblin society gave me the perspective to be able to sympathize with Edëm's plight, instead of treating him like how the other dwarves did. I was kidnapped as a young beardling, though I managed to escape afterwards, so I had an inkling of how goblin society functioned. Upward mobility in goblin society meant taking out the fella above you in hierarchy and holding everyone else down, so only the strong can wrest power. This "meritocratic" approach sidestepped the issues of nobility inherent in dwarven society, plus goblins aren't so bad to be around once you realign your moral compass and overlook the whole "will kill you without batting an eye for no rhyme or reason" thing they've got going on.

The two goblin nobles took turns patrolling the upper levels in the event of an ambush, while the rest of us waited for impending doom to fall.

Disaster almost befell. The goblin invaders had disguised their turned dwarves and humans in the gear of our fallen comrades to scout out our defenses. Fortunately, their blood stained attire made them stand out from our citizens whom had never participated in any battles. Edëm was the first to encounter them and was also the first to see through their ruse, noticing that their accents and mannerisms were suspiciously like the goblins that he long had dealings with in his diplomatic sojourns. It was he that devised a plan to lure them into a false sense of security before turning our weapons on them. They were led into an ambush in the throne room and none were left to tell the tale.

<u>Spoiler: Ambushed, waylaid and splattered</u> (click to show/hide)





<u>Spoiler: Thus ended The Riddled Sieges</u> (click to show/hide)

FPS: 100 (38) Ospguetosp, "The Riddled Sieges"

A: 4 dwarves, 2 humans, 2660 goblins, 6 losses D: 3 dwarves, 2 goblins, no losses

Defender was victorious.

Part of Kökuzo, "The Assaulted Conflict" In the midspring of 205, The Immorality of Battles attacked The Emerald Gorge of The Stirred Irons at Boardsomber.

In the midspring of 205, the dwarf Tode Luredungeon was struck down by the goblin Edëm Armorrhymed the Old Maw of Gifting in The Beautiful Swamps.

In the midspring of 205, the human ûsbu Harshmenaced was struck down by the dwarf Zuntîr Cobaltwatches the Worthy Guile of Jaws in The Beautiful Swamps.

In the midspring of 205, the dwarf Stâsost
Spurthorrors was struck down by the dwarf îton
Swordochre the Mellow Plaits in The Beautiful Swamps.
In the midspring of 205, the dwarf Gozru Dreadfulchuck was struck down by the dwarf îton Swordochre the
Mellow Plaits in The Beautiful Swamps.
In the midspring of 205, the human Dostngosp
Fellsjeged was struck down by the goblin Edem

Fellsieged was struck down by the goblin Edem Armorrhymed the Old Maw of Gifting in The Beautiful

Swamps.

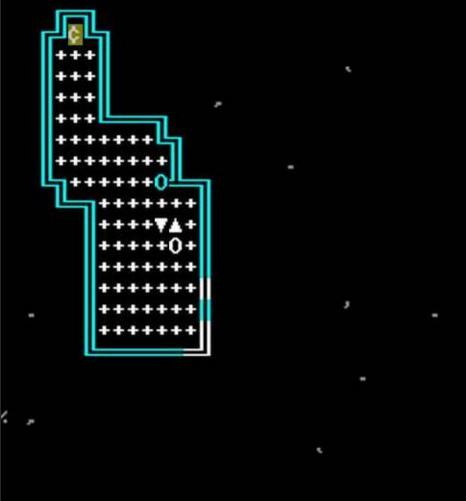
In the midspring of 205, the dwarf ûsbu Scrapehatred was struck down by the goblin Dodók Bookice the Curled Duty of Foot in The Beautiful Swamps.

ر, ل<del>ه</del> لـ ٶ**±**↑ ՐΥ≘≘ 1 - 4"400040 0 ΛΔΔΔ"α •Π 

We managed to buy some reprieve as the goblin leaders were left awaiting further news from their spies whom they must have assumed were successful in their infiltration efforts. Of course, no one credited Edëm for managing to save us from certain disaster.

Taking advantage of the lull, we retook the workshops and bedroom quarters, but the goblins had destroyed our kitchens and food production facilities.

Spoiler: Facilities (click to show/hide)



```
Leather Works (10)
Quern
Millstone
Loom (8)
Clothier's Shop (8)
Bowyer's Workshop (6)
 (b)
Carpenter's Workshop (6)
 (c)
Metalsmith's Forge (86)
 (f)
Jeweler's Workshop (8)
Mason's Workshop (8)
 (m)
Butcher's Shop
Tanner's Shop (4)
Craftsdwarf's Workshop
 (\mathbf{r})
Siege Workshop
 (s)
Mechanic's Workshop
Still
Farmer's Workshop
Kitchen
Fishery
Ashery
Dyer's Shop
Soap Maker's Workshop
Screw Press
```

They was an eerie silence hanging over the normally bustling workshops, it seems the goblins had rounded up all the food as well as the civilians and carted them off. We did not manage to find much left over, only a pile of plump helmets, so we had little choice but to subsist off the water deposits in the caverns. The military went scavenging for food in the open caverns, managing to slaughter a pair of pond grabbers. We greedily feasted on their grubby innards and staved off starvation for another day.

In the search of the upper levels for food, Zasit encountered survivors hidden away in an alcove in the bedroom quarters. Spoiler: Hidden away (click to show/hide)

```
There is a dwarf hidden away here.
There is a dwarf hidden away here.
```

Spoiler: Ladies and gentledwarves, meet your Champion and Captain of the guard (click to show/hide)

Uzol Soshrigòth, champion "Uzol Sandalcraft" Champion, &

# Mil Mistenginet, captain of "Nil Portalcrews" Captain Of The Guard, P

Uzol Sandalcraft and Nil Portalcrews were stricken in fear, so it took some coaxing (with food) to get them to abandon their hideaway. But they refused to speak of their ordeal or indeed, of anything at all.

## Meanwhile up on the surface...

"What is taking them so long!?" Barked Lebes; a hulking man-sized goblin that led the invading forces of The Immortality of Battles.

"I do not know supreme leader, perhaps they encountered resistance?" remarked one of the goblin attendants.

"What!?" Bellowed Lebes over the din of the goblins greedily splitting the spoils of war among themselves.

"I can't- **AHHHHHH!!!!** SHUT- **UP- THE WHOLE LOT OF YOU!**" Snapped Lebes as he hurled a spear at the nearest reveler, skewering the poor bastard. The nearby goblins scattered away in fear of Lebes fury.

"Hyeee!" groveled the goblin attendant in fear.

"YOU- GO FETCH ME **NGEBZO VTILEROAR** AND HIS **NASTY BOYS- BEFORE- I- BLOW MY TOP!**" Snarled Lebes as he grabbed hold of the goblin attendant and shaked him around mercilessly.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 02, 2016, 09:54:01 pm

Quote from: Deus Asmoth on January 31, 2016, 06:24:33 pm

At a guess, I'd say he either dodged something or fell asleep. Things like that make them think they're in midair rather than standing on steps, so reality bends to their beliefs and they fall.

Eh, there's a few possibilities....maybe he was running really quickly? Perhaps our stairs were cut out of the rock a little too sharp-edged? Or mayhap McDuck bent reality such that the dwarf was orbiting the centre of the spiral staircase at such speed that he could fall to his death without ever touching the ground on the way there?

Or of course, our builders might have done the old "dig a vertical pit and leave a few rocks sticking out around the edges as stairs" gag again.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: DuckThatQuacks on February 06, 2016, 08:38:19 am

# Journal of Meng 'Duck' Bristledcrypts, Overseer of Murderflood

Autumn has arrived on the calendar.

It's hard to believe, but my term as overseer is halfway done! The time has really flown.

#### 12 Limestone, 207:

One of our citizens abruptly started babbling today.

Unib Lertethiden, Hunter has been possessed!

I've no idea what he's going on about. He grabbed some bones from the refuse pile and barricaded himself in a workshop and isn't answering my questions.

#### 15 Limestone, 207:

Edem has named his shield "Whimsgroups the Spite of Intricacies"

Edēm Endokurrīth Relonágesh Sesh, Mace Lord has bestowed the name Kentomêm Zakgol Izkil upon a copper shield!

Someday I ought to ask one of the soldiers why they all insist on naming their shields.

#### **16 Limestone, 207:**

Unib emerged from the workshop today, triumphantly bearing... a bone crown with bits of bone sticking off of it.

Unib Lertethiden, Hunter has created Tinanmubun Ongetbuzat, a honey badger bone crown!

=Press Enter to close window=

This is a honey badger bone crown. All craftsdwarfship is of the highest quality. It is decorated with honey badger bone. Basic Value: 2400¤

The name means "Sneerpracticed the Turquoise Twigs". Honestly I'm not too impressed.

#### 17 Limestone, 207:

A caravan from Edandatan has arrived.

The outpost liaison Vucar Bakustkol from Edandatan has arrived.

A caravan arrived today, with several wagons full of goods and the outpost liaison.

#### 19 Limestone, 207:

Vucar Bakustkol: I am your liaison from the Mountainhomes. Let's discuss your situation.

The liaison is meeting with the baroness. I'm not technically supposed to be listening in on this but I've got my ear pressed up against the door so I can sort of hear them. A good overseer needs to know what's going on in the world!

The world is the same as ever.

Well that was kind of underwhelming. It sounds like they're still talking though.

You continue to impress! I have come empowered to elevate this land in the eyes of our realm.

a - Finish peeking in on conversation.

111

If the baroness is being promoted, she's going to want some nicer rooms. I'm ordering the metalsmiths to start making some fancy silver furniture.

## 21 Sandstone, 207:

Unfortunately the caravan didn't have much that was useful to us. I got some random steel objects that we can melt down and reforge into swords and stuff and I put in an order for a bunch of wood next year.

I also gave them some food to bring back to wherever it is they go. Times are probably tough since the fall of Boardsomber and we have a patriotic duty to help out our fellow dwarves.

## 23 Sandstone, 207:

Usânläluth and the surrounding lands have been made a duchy.

Word came from the liaison that the baroness has been officially promoted to duchess. I've begun ordering the new silver furniture installed in the baronial ducal spire.

## 28 Sandstone, 207:

The fortress attracted no migrants this season.

I wonder if we might not be the last bastion of dwarfkind in the world.

## 12 Sandstone, 207:

Besmar Zefonemuth Omristedimshazak Usân, Swordmaster has bestowed the name Shislugònul upon a steel short sword!

=Press Enter to close window=

Besmar is breaking with tradition (a little) and naming her sword instead of her shield. She calls it "The Muddled Mirrors".

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: DuckThatQuacks on February 06, 2016, 09:50:06 am

Since that was a pretty uneventful season, I thought I'd present some of the more notable works of art that can be found in Murderflood.

The early years of the fortress are a popular subject for artists. The ups and downs of Thorayne's career are the subject of several statues and engravings:

#### Spoiler (click to show/hide)

This is a masterful silver statue of 'Thoryane' Glazedfaith created by 'Pyrotechno' Azmololin. The item is a masterfully designed image of 'Thoryane' Glazedfaith the dwarf and dwarves in silver by 'Pyrotechno' Azmololin. 'Thoryane' Glazedfaith is surrounded by the dwarves. The artwork relates to the selection of the dwarf 'Thoryane' Glazedfaith to the position of expedition leader of The Channels of Melting in the early spring of 200.

This is an exceptional silver statue of 'Thoryane' Glazedfaith. The item is an exceptionally designed image of 'Thoryane' Glazedfaith the dwarf and dwarves in silver by 'Pyrotechno' Azmololin. The dwarves are refusing 'Thoryane' Glazedfaith. 'Thoryane' Glazedfaith is making a plaintive gesture. The artwork relates to the removal of the dwarf 'Thoryane' Glazedfaith from the position of militia commander of The Channels of Melting in the midautumn of 202.

Engraved on the wall is a superiorly designed image of 'Thoryane' Glazedfaith the dwarf and dwarves by Bomrek Ebalgeshud. 'Thoryane' Glazedfaith is surrounded by the dwarves. The artwork relates to the appointment of the dwarf 'Thoryane' Glazedfaith to the position of manager of The Channels of Melting in the midsummer of 202.

This is an exceptional granite statue of 'Thoryane' Glazedfaith. The item is an exceptionally designed image of 'Thoryane' Glazedfaith the dwarf and dwarves in granite by Tulon Daroslitast. The dwarves are refusing 'Thoryane' Glazedfaith. 'Thoryane' Glazedfaith is making a submissive gesture. The artwork relates to the removal of the dwarf 'Thoryane' Glazedfaith from the position of bookkeeper of The Channels of Melting in the midwinter of 201.

Thorayne's martial exploits are also popular.

#### Spoiler (click to show/hide)

This is a masterful rhyolite statue of Rakedbrim created by Tulon Daroslitast. The item is a masterfully designed image of Rakedbrim the giant toad and 'Thoryane' Glazedfaith the dwarf in rhyolite by Tulon Daroslitast. 'Thoryane' Glazedfaith is striking down Rakedbrim. The artwork relates to the killing of the zombie giant toad Rakedbrim by the dwarf 'Thoryane' Glazedfaith with a bronze battle axe in Murderflood in the midautumn of 201.

This is an exceptional granite statue of Strujlayrbin. The item is an exceptionally designed image of Strujlayrbin the kobold and 'Thoryane' Glazedfaith the dwarf in granite by 'Gwolfsky' Zesiton Gusilstistrås Bal. 'Thoryane' Glazedfaith is striking down Strujlayrbin. The artwork relates to the killing of the kobold Strujlayrbin by the dwarf 'Thoryane' Glazedfaith with a copper battle axe in Murderflood in the early summer of 200.

Engraved on the floor is a well-designed image of Strujlayrbin the kobold and 'Thoryane' Glazedfaith the dwarf by 'CrAzY UriST' Amnekstinthåd. 'Thoryane' Glazedfaith is striking down Strujlayrbin. The artwork relates to the killing of the kobold Strujlayrbin by the dwarf 'Thoryane' Glazedfaith with a copper battle axe in Murderflood in the early summer of 200.

Vuohijumala is also featured in several statues and engravings, including one in which he appears together with Thorayne.

# <u>Spoiler</u> (click to show/hide)

This is a masterful silver statue of 'Vuohijumala' Lancehelped the Scribe of Fungus created by 'Flame II' Sosadzon. The item is a masterfully designed image of 'Vuohijumala' Lancehelped the Scribe of Fungus the dwarf and hamsters in silver by 'Flame II' Sosadzon. 'Vuohijumala' Lancehelped the Scribe of Fungus is surrounded by the hamsters.

This is an exceptional silver statue of 'Vuohijumala' Lancehelped the Scribe of Fungus.
The item is an exceptionally designed image of 'Vuohijumala' Lancehelped the Scribe of Fungus the dwarf and dwarves in silver by 'Pyrotechno' Azmololin, 'Vuohijumala' Lancehelped the Scribe of Fungus is surrounded by the dwarves. The artwork relates to the appointment of the dwarf 'Vuohijumala' Lancehelped the Scribe of Fungus to the position of militia captain of The Channels of Melting in the early winter of 200.

This is an exceptional silver statue of 'Vuohijumala' Lancehelped the Scribe of Fungus.
The item is an exceptionally designed image of 'Vuohijumala' Lancehelped the Scribe of Fungus the dwarf and 'Thoryane' Glazedfaith the dwarf in silver by 'Pyrotechno' Azmololin. 'Thoryane' Glazedfaith is striking down 'Vuohijumala' Lancehelped the Scribe of Fungus. The artwork relates to the killing of the dwarf 'Vuohijumala' Lancehelped the Scribe of Fungus by the dwarf 'Thoryane' Glazedfaith with a bronze battle axe in Murderflood in the early spring of 201.

Murderflood's artists have also been fascinated with CrAzY UriST, who appears in a disproportionate number of works.

## Spoiler (click to show/hide)

This is an exceptional silver statue of 'CrAzY UriST' Tributetheaters. The item is an exceptionally designed image of 'CrAzY UriST' Tributetheaters the dwarf and dwarves in silver by 'Flame II' Sosadzon. 'CrAzY UriST' Tributetheaters is surrounded by the dwarves. The artwork relates to the appointment of the dwarf 'CrAzY UriST' Tributetheaters to the position of militia captain of The Channels of Melting in the early winter of 200.

This is an exceptional silver statue of 'CrAzY UriST' Tributetheaters. The item is an exceptionally designed image of 'CrAzY UriST' Tributetheaters the dwarf and silver by 'Pyrotechno' Azmololin. 'CrAzY UriST' Tributetheaters is surrounded by the cavies. dwarf and cavies in

This is an exceptional granite statue of 'CrAzY UriST' Tributetheaters. The item is an exceptionally designed image of 'CrAzY UriST' Tributetheaters the dwarf and hamsters in granite by Tulon Daroslitast. 'CrAzY UriST' Tributetheaters is surrounded by the hamsters.

The dwarves of Murderflood have a great fear of shellfish, and it is reflected in their art. Even mighty warriors are depicted cowering in the face of the molluscan hordes.

## Spoiler (click to show/hide)

This is an exceptional granite statue of 'Sarrak' Theatertongues the Intense Rip of Gilding. The item is an exceptionally designed image of 'Sarrak' Theatertongues the Intense Rip of Gilding the dwarf and oysters in granite by Rith Zuntirlecad, 'Sarrak' Theatertongues the Intense Rip of Gilding is surrounded by the oysters, 'Sarrak' Theatertongues the Intense Rip of Gilding looks terrified.

Engraved on the floor is a finely-designed image of èrith Boatsmatched the dwarf and oysters by 'Sanctume' ònulmeng, èrith Boatsmatched is surrounded by the oysters, èrith Boatsmatched looks terrified.

The tragic history of the Zuglarkun clan is another popular subject.

#### Spoiler (click to show/hide)

This is an exceptional silver statue of 'Zuglarkun' Kindledwhips. The item is an exceptionally designed image of 'Zuglarkun' Kindledwhips the dwarf in silver by 'Flame II' Sosadzon. 'Zuglarkun' Kindledwhips is withering away. The artwork relates to the fatal illness of the dwarf 'Zuglarkun' Kindledwhips in Murderflood in the late autumn of 200.

This is a masterful molemarian bone figurine of 'Zuglarkun II' Cityhollows created by Kel Taronletmos. The item is a masterfully designed image of 'Zuglarkun II' Cityhollows the dwarf in molemarian bone by Kel Taronletmos. 'Zuglarkun II' Cityhollows is striking a menacing pose. The artwork relates to the return of the dwarf 'Zuglarkun II' Cityhollows from the dead as a howling spirit in Murderflood in the late autumn of 202.

Several other famous dwarves are depicted in art, albeit less frequently.

#### Spoiler (click to show/hide)

This is a masterful granite statue of 'Flame' Shoveclasp created by Tulon Daroslitast. The item is a masterfully designed image of 'Flame' Shoveclasp the dwarf and giant lions in granite by Tulon Daroslitast. 'Flame' Shoveclasp is admiring the giant lions.

This is an exceptional silver statue of 'Flame II' Ivoryhelm. The item is an exceptionally designed image of 'Flame II' Ivoryhelm the dwarf and a copper bolt in silver by 'Pyrotechno' Azmololin. 'Flame II' Ivoryhelm is raising the copper bolt. The artwork relates to the masterful copper bolt created by the dwarf 'Flame II' Ivoryhelm for The Channels of Melting at Murderflood in the late winter of 204.

This is a masterful silver statue of 'Flame II' Ivoryhelm created by 'Pyrotechno' Azmololin. The item is a masterfully designed image of 'Flame II' Ivoryhelm the dwarf and a silver statue in silver by 'Pyrotechno' Azmololin. 'Flame II' Ivoryhelm is raising the silver statue. The artwork relates to the masterful silver statue created by the dwarf 'Flame II' Ivoryhelm for The Channels of Melting at Murderflood in the late spring of 203.

This is a masterful silver statue of 'Asmoth' Crafteddust created by 'Pyrotechno' Azmololin.
The item is a masterfully designed image of 'Asmoth' Crafteddust the Triangular Scholar of Artifacts
the dwarf and dwarves in silver by 'Pyrotechno' Azmololin. 'Asmoth' Crafteddust the Triangular Scholar
of Artifacts is surrounded by the dwarves. The artwork relates to the appointment of the dwarf
'Asmoth' Crafteddust the Triangular Scholar of Artifacts to the position of captain of the guard of
The Channels of Melting in the early summer of 203.

This is an exceptional silver statue of 'Taupe' Arrowsoul. The item is an exceptionally designed image of 'Taupe' Arrowsoul the dwarf and dwarves in silver by 'Flame II' Sosadzon, 'Taupe' Arrowsoul is surrounded by the dwarves. The artwork relates to the appointment of the dwarf 'Taupe' Arrowsoul to the position of broker of The Channels of Melting in the midspring of 200.

This is a masterful silver statue of 'Triaxx II' Boargravel created by 'Pyrotechno' Azmololin. The item is a masterfully designed image of 'Triaxx II' Boargravel the dwarf and Voidstokers the sphalerite bracelet in silver by 'Pyrotechno' Azmololin. 'Triaxx II' Boargravel is raising Voidstokers. The artwork relates to the creation of Voidstokers in Murderflood by the dwarf 'Triaxx II' Boargravel in the early winter of 204.

This is an exceptional silver statue of 'Gwolfsky' Brandhalls the Copper Plays of Toning.
The item is an exceptionally designed image of 'Gwolfsky' Brandhalls the Copper Plays of Toning the dwarf and dwarves in silver by 'Pyrotechno' Azmololin. 'Gwolfsky' Brandhalls the Copper Plays of Toning is surrounded by the dwarves. The artwork relates to the appointment of the dwarf 'Gwolfsky' Brandhalls the Copper Plays of Toning to the position of manager of The Channels of Melting in the midspring of 203.

This is a masterful granite statue of 'Ghills' Vigordikes created by Tulon Daroslitast.
The item is a masterfully designed image of 'Ghills' Vigordikes the dwarf and dwarves in granite by
Tulon Daroslitast. 'Ghills' Vigordikes is surrounded by the dwarves. The artwork relates to the
appointment of the dwarf 'Ghills' Vigordikes to the position of chief medical dwarf of The Channels of
Melting in the midspring of 200.

This is an exceptional granite statue of Voicehigh.
The item is an exceptionally designed image of Voicehigh the giant earthworm and 'Haerdalas II'
Fancycloister the Fortuitous Harmony of Mining the dwarf in granite by Tulon Daroslitast. 'Haerdalas
II' Fancycloister the Fortuitous Harmony of Mining is striking down Voicehigh. The artwork relates to
the killing of the zombie giant earthworm Voicehigh by the dwarf 'Haerdalas II' Fancycloister the
Fortuitous Harmony of Mining in Murderflood in the early autumn of 201.

This is an exceptional silver statue of 'Sir Humphrey Cactusson' Rocksruled.
The item is an exceptionally designed image of 'Sir Humphrey Cactusson' Rocksruled the dwarf and
dwarves in silver by 'Pyrotechno' Azmololin. 'Sir Humphrey Cactusson' Rocksruled is surrounded by the
dwarves. The artwork relates to the appointment of the dwarf 'Sir Humphrey Cactusson' Rocksruled to
the position of captain of the guard of The Channels of Melting in the midsummer of 202.

This is a superior quality silver statue of 'Sir Humphrey Cactusson' Rocksruled.
The item is a superiorly designed image of 'Sir Humphrey Cactusson' Rocksruled the dwarf and dwarves
in silver by 'Pyrotechno' Azmololin. The dwarves are refusing 'Sir Humphrey Cactusson' Rocksruled.
'Sir Humphrey Cactusson' Rocksruled is weeping. The artwork relates to the removal of the dwarf 'Sir
Humphrey Cactusson' Rocksruled from the position of captain of the guard of The Channels of Melting in
the late winter of 202.

Although there are no books at Murderflood, the dwarves know of several famous works.

## Spoiler (click to show/hide)

Engraved on the floor is a well-designed image of The Tower Is The Way the horse hoof-bound book by 'CrAzY UriST' Amnekstinthåd.

Engraved on the wall is a finely-designed image of Pathways To Momuz Buckmines the yak hoof-bound book by 'CrAzY UriST' Amnekstinthåd.

Engraved on the wall is a finely-designed image of My Thoughts On The Human the reindeer hoof-bound book by 'Sanctume' ònulmeng.

Engraved on the floor is a finely-designed image of The Dwarf: Fact Or Fiction? the water buffalo leather-bound book by 'Vuohijumala' Kübukusen Tathur Muz.

And finally, there is one work that commemorates the effectiveness of the dwarves' Universal Problem-Solver:

# Spoiler (click to show/hide)

This is an exceptional silver statue of Sunmarsh. The item is an exceptionally designed image of Sunmarsh the voracious cave crawler in silver by 'Pyrotechno' Azmololin. Sunmarsh is burning. The artwork relates to the melting of the zombie voracious cave crawler Sunmarsh in Murderflood in the midwinter of 204. so we in 42.xx or 40.xx?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on February 06, 2016, 11:26:52 am

Quote from: DuckThatQuacks on February 06, 2016, 08:38:19 am

The fortress attracted no migrants this season.

I wonder if we might not be the last bastion of dwarfkind in the world.

When in doubt, blame the amorphous god duck-like entity that haunts our site.

But... I would think many different factors come into play. Consider that it isn't uncommon for mirages to happen in a desert, which would cause dwarf migrants looking for a fortress next to a lake to veer off course in the direction of the mirage. Heck, the lake itself might exert some influence, causing some kind of wonky 'Fata Morgana' effect that totally distorts the appearance of the surrounding area, shielding us from view.

Quote from: Gwolfski on February 06, 2016, 09:52:20 am

so we in 42.xx or 40.xx?

I believe we have had this discussion earlier on in the thread. Its 40.24, and we'll be staying in 40.24, since porting over to 42.xx won't give us the benefits of libraries, temples and such, and might actually destabilize the fort.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on February 06, 2016, 12:52:53 pm

Thats a lot of nice artwork! I believe we have the required statues to build a special area containing a statue of each founder.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on February 06, 2016, 01:02:29 pm

Yeah, best to wait until this one collapses under the weight of it's own destructive forces.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: DuckThatQuacks on February 06, 2016, 04:07:51 pm

# Journal of Meng 'Duck' Bristledcrypts, Overseer of Murderflood

1 Moonstone, 207:

Winter is com—

Winter has arrived on the calendar.

Oh, um, I guess winter is here already. Anyway winter is not a fighting season (too cold) so things should be pretty quiet.

2 Moonstone, 207:

A vile force of darkness has arrived!

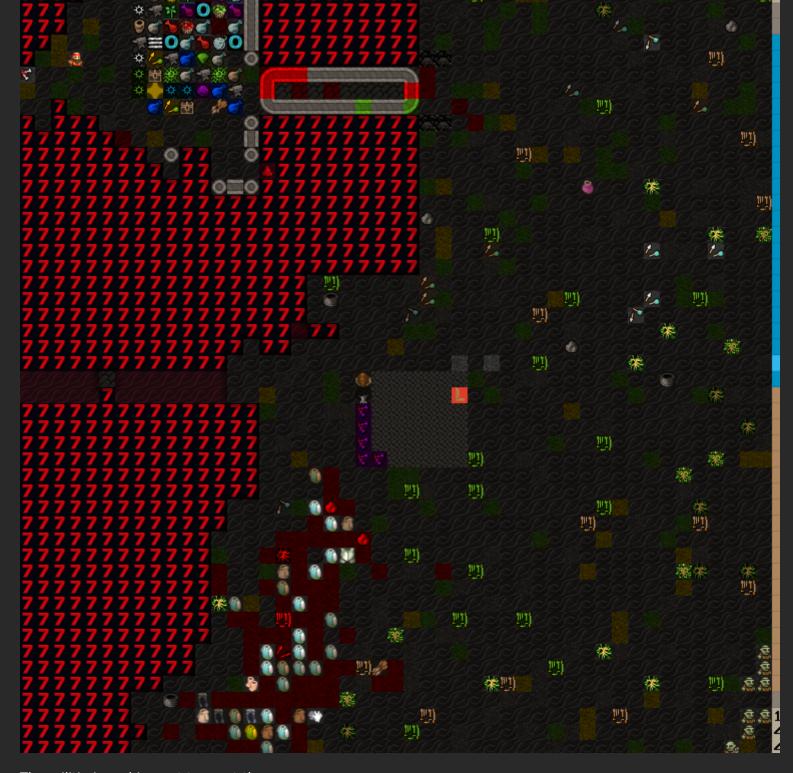
=Press Enter to close window=

Huh? They're attacking in winter? Can they do that?

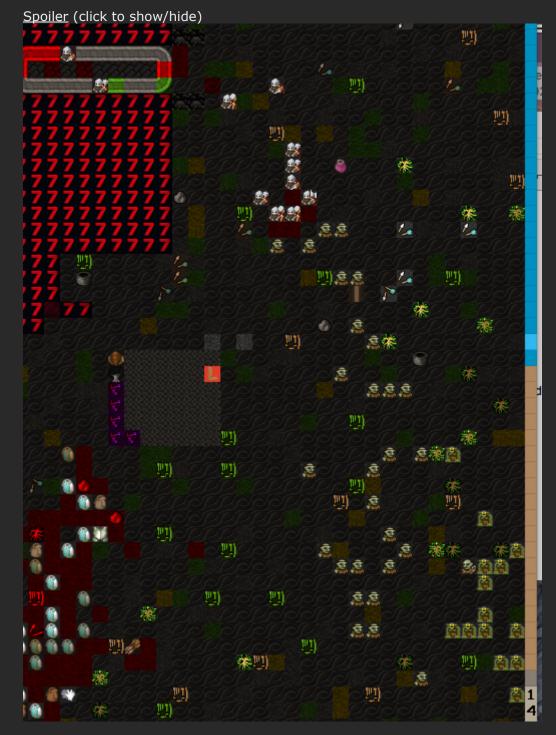
3 Moonstone, 207:

The goblins have arrived uncomfortably close to our gates.

Spoiler (click to show/hide)



The militia is rushing out to meet them.  $\,$ 



4 Moonstone, 207:

Spoiler (click to show/hide)



That'll teach the goblins to attack us in winter. The militia is returning to the fort with no losses.

## 5 Moonstone, 207:

Tulon started gibbering nonsensically today.

## Tulon Olonsigun, Glazer has been possessed!

She's gone and claimed the same workshop Unib used last season. I hope she makes something more interesting than a bone crown decorated with bone.

## 6 Moonstone, 207:

Aban Zikeldumat Tileshvetek Līd, Axe Lord has bestowed the name Alekbakust upon a copper shield!

Press Enter to close window=

I didn't think there were any unnamed shields left in the fortress, but it looks like there was at least one. Aban has taken to calling it "Humorurged." I think at this point all the soldiers have named their shields.

## 11 Obsidian, 207:

Zasit Abantenshed Ast Igath, Hammer Lord has bestowed the name Nitem Esāst upon a copper shield!

=Press Enter to close window=

Turns out I was wrong. Zasit still hadn't named her shield. She is now calling it "The Vision of Evaporating."

## **12 Obsidian, 207:**

I checked in on Tulon in her workshop today, and she's just sitting there next to a pile of bones and gems. She keeps drawing pictures of trees — maybe this means she needs some wood to make whatever it is she's got planned? We don't have any logs available, but I've ordered one of the axles on the magma pump stack disassembled. Tulon can use that.

## 13 Obsidian, 207:

The instant the axle was disassembled, Tulon burst out of the workshop, grabbed the wood, and took it back down to the workshop. She's started working on something.

# Tulon Olonsigun has begun a mysterious construction!

## 16 Obsidian, 207:

Now that she's named her shield, Zasit decided it was only fair that she name her warhammer as well.

Zasit Abantenshed Ast Igath, Hammer Lord has bestowed the name Bothonmadush upon a silver war hammer!

Press Enter to close window=

She's calling it "Murkypears".

## 17 Obsidian, 207:

We're in deep trouble.

## Giant Porcupine vile mist husk

It's *huge* but everyone thought it was just a normal giant porcupine and nobody realized what it really was until it fell upon the dwarves outside the gate!

A large monster in the form of a porcupine. She is gigantic with incredible muscles. Her hair is brown. Her skin is cinnamon. Her eyes are black.

The militia is racing out to meet it but it's already killed two dwarves! This is terrible!

## 18 Obsidian, 207:

If no other dwarves are killed by that monster, it will be because of the heroism of Zefon Lekgusil. She's been facing it down with nothing more than her bare hands, keeping it occupied while other dwarves flee.

The Pump Operator punches The Giant Porcupine vile mist husk in the right rear leg with her right hand, chipping the spine!

The militia has finally arrived, and Sarrak just drove his hammer through its head, so that should be it.

The Soldier bashes The Giant Porcupine vile mist husk in the head with his Keskalsarek, bruising the muscle, jamming the skull through the brain and tearing the brain!

#### 19 Obsidian, 207:

Mostib preserve us, it's still alive! It's got Zefon!

The Giant Porcupine vile mist husk shakes The Pump Operator around by the left lower leg and the severed part sails off in an arc!
The left lower leg is ripped away and remains in The Giant Porcupine vile mist husk's grip!

Oh no! It got her leg!

The Pump Operator falls over. The Pump Operator bites The Giant Porcupine vile mist husk in the right rear leg, tearing the fat! The Pump Operator latches on firmly!

...I am seriously impressed with Zefon. The porcupine bit her leg off, but instead of giving up she's doing her best to return the favor.

#### 20 Obsidian, 207:

Haerdalas II finally finished off the porcupine by cutting it in half. We rushed Zefon and another wounded dwarf to the hospital but they had to wait for the doctor to finish treating Sir Humphrey.

19th Obsidian, 207: Compound fracture of third finger, right hand repaired - Sarvesh Atheldolil, Doctor

Apparently while the rest of the militia was taking on the porcupine he was getting his fingers smashed in an altercation with another dwarf.

The Cloudcuckoolander kicks The Cactus in the third finger, right hand with her right foot, tearing apart the skin and bruising the muscle through the x≡rhinoceros leather right glove≡x!

## 21 Obsidian, 207:

Tulon emerged from her workshop today bearing an impressive-looking spear.

Spoiler (click to show/hide)

Kutamgasol, "Speakerbreaths", a molemarian bone spear

Basic Value: 41520©

This is a molemarian bone spear. All craftsdwarfship is of the highest quality. It is encrusted with cushion slate cabochons, decorated with molemarian bone and encircled with bands of rectangular slate cabochons, highwood, marquise cut yellow zircons and baguette cut smoky quartzes. This object menaces with spikes of lead. On the item is an image of Zasit Woundblue the dwarf in smoky quartz.

## 1 Granite, 208:

Spring has arrived on the calendar.

Well, it's been a year now so my term as overseer is up. I'm a little disappointed that I didn't turn twelve and become a legal adult (I've been eleven for over a year now!) but otherwise I think things have gone pretty well!

Created Wealth: Population: 98 4030126¤ 203690¤ 341347¤ (II) (III) (III) (III) Armor and Garb: Miners None 435997¤ 1270215¤ Woodworkers None Furniture: Axe Lords 2 Other Objects: Swordsdwarves None Stoneworkers 9 Architecture: 923631# Rangers 1 Swordmasters 4 658486¤ Metalsmiths Displayed: 4 Macedwarves None Held/Worn: None 196760# Jewelers 4 None Craftsdwarves 7 Imported Wealth: 247362\$ Nobles/Admins 3 Hammer Lords 3 None Peasants Speardwarves None Exported Wealth: Dwarven Childrn 101892¤ 21 Spearmasters None Marksdwarves None None Food Stores: Elite Mrksdwrvs 9019 Farmers None 14 296 2197 Seeds 22 Wrestlers None 24 Trained Animals A Elite Wrestlers Fish Drink 1948 None 1 Plant 1428 Other 3126 Other Animals A 57 Recruit/Others None As a reward for my devoted service, I've given myself a private dining room and bedroom.

Spoiler (click to show/hide)





Anyway, I am as of this moment officially relinquishing my position as overseer! If anybody needs me, I'll be in my dining room, admiring the view through the clear glass floor panels.

The save can be found here: http://dffd.bay12games.com/file.php?id=11748

The game was running at about 15 FPS most of the time, but periodically it would drop to 0-1 FPS and stay there until I saved and quit, then reopened the save.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on February 06, 2016, 04:46:54 pm

I will download the save tonight. Should be able to start playing either tomorrow or Monday.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 06, 2016, 10:40:29 pm

We rushed Zefon and another wounded dwarf to the hospital but they had to wait for the doctor to finish treating Sir Humphrey.

Probably-fatal injuries, crippling, or just scratches? Might have to bring in a new dorf for me in time....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on February 06, 2016, 10:47:08 pm

For the record, I do not believe I have noticed it being mentioned that I had named my shield yet, so we may have more aegis naming yet to come!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: DuckThatQuacks on February 06, 2016, 11:05:08 pm

Quote from: Urist McKiwi on February 06, 2016, 10:40:29 pm

Ouote

We rushed Zefon and another wounded dwarf to the hospital but they had to wait for the doctor to finish treating Sir Humphrey.

Probably-fatal injuries, crippling, or just scratches? Might have to bring in a new dorf for me in time....

It's a broken finger, so it may well be fatal.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on February 07, 2016, 12:29:07 am

Most excellent updates! I was hoping for more McDuck shenanigans but this is good in its own way.

Quote from: DuckThatQuacks on February 06, 2016, 04:07:51 pm

The Cloudcuckoolander kicks The Cactus in the third finger, right hand with her right foot, tearing apart the skin and bruising the muscle through the x≡rhinoceros leather right glove≡x!

Come see our coming attractions! Watch the elusive Cloudcuckoolander take on the vicious Cactus! Only in Murderflood!

How is the situation in the caverns looking at the moment? We ought to send a team down there sometime soon before it gets out of control.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on February 07, 2016, 06:10:44 am

Quote from: Zuglarkun on February 07, 2016, 12:29:07 am

How is the situation in the caverns looking at the moment? We ought to send a team down there sometime soon before it gets out of control.

You mean magma?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on February 07, 2016, 10:16:56 am

Nice one Gwolfsky.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on February 07, 2016, 11:35:32 am

Nice turn! The gobbos seem to make invasion attempts quite often now. Not that it would seem to matter at all. Have we forged more adamantine weapons?

And hey, add me to the turn list, please.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on February 08, 2016, 05:51:25 am

Quote from: Zuglarkun on February 07, 2016, 12:29:07 am

Most excellent updates! I was hoping for more McDuck shenanigans but this is good in its own way.

Quote from: DuckThatQuacks on February 06, 2016, 04:07:51 pm

The Cloudcuckoolander kicks The Cactus in the third finger, right hand with her right foot, tearing apart the skin and bruising the muscle through the x=rhinoceros leather right glove=x!

Come see our coming attractions! Watch the elusive Cloudcuckoolander take on the vicious Cactus! Only in Murderflood!

I'm not vicious!

A bit prickly *perhaps*, but a big softy at heart.

(For a cactus that apparently likes building massive moats intended to be filled with magma)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on February 08, 2016, 08:17:27 am

Quote from: Vuohijumala on February 07, 2016, 11:35:32 am

And hey, add me to the turn list, please.

With Taupe still out of action, let's see what I can do to make things easier to follow.

I went back and fished out those that had requested for turns. It's now up on the front page under my post, right at the bottom. I didn't add back those that had their turns skipped unless they made it clear they wanted another turn down the line. Let me know if I missed out anyone, and I'll add you back where you belong.

Current turn list:

Triaxx2, current turn
Urist McKiwi, second turn
PyroTechno
Deus Asmoth, second turn
theflame52, second turn
Zuglarkun, second turn
Gwolfski, second turn
Vuohijumala, second turn
Haerdalas, second turn

The third and last part of the fall of boardsomber will be out in a few days I hope. I've got the overall plot thought out, and it just needs to be committed to writing. in preparation for this, I went and reclaimed our mountainhome in a copy of the game, so all that stuff in the screenshots in my previous posts are actually how it looks like in-game.

EDIT: The missing images of the fortress from gwolfsky's turn to duckthatquacks turn have been updated. My rinky dink laptop can't really run Armok vision at the best settings without crashing so this will have to do.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on February 08, 2016, 10:20:04 am

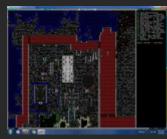
Can anyone explain the purpose of the enormous water cistern connected to the map edge? And where the levers for it might be? Wait, it's connected to a pump stack that leads to another cistern way down in the caves, that also has a map edge exit. Hang on, the stack isn't finished. Wait, there's a note. Well Cistern... Do wells even work with hatches in the way? And the stack comes up under the upper left archery range.

It's a good thing I'm a ghost, or I'd have a headache. It seems I'm not the only crazy person around though, so that's a good sign.

Litast Ilirunib, Cloudcuckoolander is stumbling around obliviously!

(http://s290.photobucket.com/user/Triaxx2/media/Cucco\_zps5nwhkcsv.jpg.html)

And why are there beds in the crafting levels? Urgh. Alright, fine. It seems I must deal with this housing issue. I have ordered the Construction of barracks in the central courtyard.



(http://s290.photobucket.com/user/Triaxx2/media/Barracks\_zpss0kzwewh.jpg.html)

Ooh, the Elves have arrived. Shall we steal all their things?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on February 08, 2016, 10:49:38 am

Quote from: Triaxx2 on February 08, 2016, 10:20:04 am

Can anyone explain the purpose of the enormous water cistern connected to the map edge? And where the levers for it might be? Wait, it's connected to a pump stack that leads to another cistern way down in the caves, that also has a map edge exit. Hang on, the stack isn't finished. Wait, there's a note. Well Cistern... Do wells even work with hatches in the way? And the stack comes up under the upper left archery range.

Ah yes, the enormous water cistern. Prototype magma proof well, which can be sealed and is safe from attack. The wells are dry when hatches are in the way and become active when the lever operated hatches are released. The drains to the map edge allow for maintenance and repair if necessary (like perhaps, drowning dwaves). Press "shift+f1" to go to the lever room, and look in the 2nd row of levers for a lever labelled "well hatch" to toggle the hatches. In the event of needing to purge everything above ground with magma, seal the well with the "well hatch" lever to prevent contamination. The fortifications will allow magma to drain away if any gets into the well.

Someone built the archery range there before I could extend the water pumps above ground, its not really an issue though.

EDIT: Looks like the zone for the prototype magma proof well needs to be extended one tile outwards in order for it to register as a water source. Argh, I must have overlooked that.

If the duchess gets uppity because of poor accommodations, you might want to unassign her old lodgings; top floor, third row, second bed from the left.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on February 08, 2016, 08:07:23 pm

Thanks a lot, Zuglarkun. I've copy/pasted the new requests to the end of the list, and updated it using your tally! That really helped.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on February 09, 2016, 11:11:27 am

what is blitz's job atm?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on February 09, 2016, 07:27:16 pm

Magma Temperature analyst. :P

Actually he's a cook, even if his custom profession says Traveller. Time to deconstruct the kitchen. :D Actually he just cooked a masterwork 'Strawberry Plant Roast'.

Also, we jacked the elven Caravan. We even stole their Elven Roast Beast. I suspect negotiations with the diplomat are going to go poorly. Presuming he can manage to track down the mayor or duchess, whomever gets unlucky enough to be stuck in a meeting with him.

Surprise surprise, the elf diplomat demanded we stop cutting trees. I demanded he do something anatomically impossible. I don't think he was pleased. Neither was the duchess who couldn't figure out what she'd said to annoy him. There are advantages to being a ghost.

Meanwhile, yet another Militia member has named a piece of equipment. This time it's a proper dwarven choice, of a battle axe. (Photo to follow.)

The barracks are coming along if a little slowly. I've told off anyone not doing anything else to go ahead and assist with the walls. I'm hoping the glass furnaces get going soon so we can get some green glass doors placed down. I'm going to alternate doors as the structure rises, so each one will be built on the top of the wall below. That should mean less issues with dwarves falling through the open door of a lower neighbor.

Nearing the end of the month, the ramp is complete and I designate the first stages of construction for the second floor.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on February 11, 2016, 08:05:03 pm

The walls of the Barracks are Rhyolite, though we're a little low on those. And the floors will be slate. Surprisingly we're also low on those. I've designated a new Mason's workshop which will only accept Rhyolite and Slate blocks and had it setup past the looms which sit over a mason for reasons I can't fathom. I thought I'd left better notes.

Top level, final product of the workshop below.

Mid level, actual workshop.

Bottom level, raw material for use in the workshop.

Ah well. I've designated some mining done to provide raw resources. Annoyingly, the slate is nice and close, but the Rhyolite is way up near the surface. Sigh. Oh well.

Ah ha! Flame III is the first official occupant of the barracks. His door is currently on back order and should arrive sometime within the next six to eight years, but he's ready to move in.

(I'm getting 11 FPS, so I'm going to try turning off Temperature and see if that helps.)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on February 12, 2016, 08:18:35 am

Hold up just a sec, when did you become a ghost? Isn't Triaxx II still alive and well?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Sarrak on February 12, 2016, 09:32:29 am

Keskalsárek... ShootEcho (One-that-shoots-echo-when-it-strikes?). Quite a good name for a hammer.

\*pats myself on the back\*

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on February 12, 2016, 01:27:44 pm

Errr... I'm a future ghost from my successors eventual death. Problem solved.

Nothing much happens until just before the beginning of summer. The first level of the barracks is mostly complete. I've had to build another mason's workshop and split Rhyolite and Slate blocking. Otherwise Rhyolite fills the output pile and then no slate gets done.

I've also set up a conventional glass furnace and told it to collect sand on repeat, so anyone who hasn't got an important job can do that and we can have nice glass doors.

As it turns out, I'm actually alive and walking around at this point in time. I thought I'd gone back to before I possessed a new body, but I guess not. I've been avoiding me, so I don't accidentally possess me and cause some sort of temporal event thingummy. I'm also not the only spirit around. He's here. Or trying to be. He's trying to exert himself and affect events, but I can feel him. I can act faster than he can. This was my plane and he's not a local so I've got the edge. Don't know for how long though.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on February 14, 2016, 01:01:38 pm

Ugh, why was the cavern not double sealed? There's no way to improve on the traps without opening the bridge, and the moment you do that, you get corpse rushed and the entire fort dies. Even with the entire military stationed there, you just get flattened and then they tear apart the rest of the fort. The first time we needed wood for a strange mood. The second time I wanted to see if it could be done. The first time it crashed when I attempted to abandon, the second time when I tried to save the game. Time to see if the game will throw up a different strange mood requirement.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on February 14, 2016, 02:25:58 pm

Cant you just reroute the access to the current bridge and put traps there?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on February 14, 2016, 03:33:06 pm

Ah, an invasion. That's SO much better. It's pretty enormous, but we manage to slam the gate in time, and not a single dorf left outside. Why we don't have any method of defense other than that is beyond my comprehension.

I've ordered a couple more weapon traps put in place. They're only holding weapons we didn't intend to use. Or ones made specifically for traps. Spiked Balls, Giant Axe Blades, Serrated Glass Discs, Enormous Corkscrews. Urist Jones would be proud.

While that is being installed, I order the military to move out onto the island and engage with crossbows to soften our enemies. Then the bridge is extended and the battle is joined.

Sir Humphrey Cactusson has fallen in glorious battle. A Goblin Spearman has been lucky and laid him low with a thrust to the head. Aside from the loss of the Mighty Cactusson, we were nearly unscathed. Two of our militia captains are injured, but they should recover. Indeed, De is already sparring again. We must seek out recruits strong of mind, body and will.

Some few join, my previous incarnation earning his way into The Snarling Knives, which is our hammer dwarf squad. With the goblins driven off for the moment, we prepare to entomb the Great Sir Cactusson the Mighty. I am informed that he has a tomb, but it has no statues. This must be rectified.

---

Not really. The bridge is right up against the central stair casement. so there's no room to move there. I've designated a long snake up from there that can be filled with traps and sealed with pit bridges.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on February 15, 2016, 11:12:04 am

I have ordered the construction of four golden statues, to be placed in the tomb with the Great and Glorious Sir Cactusson the Mighty.

A human caravan comes, and so we must trade, no matter the pain in our hearts at the loss of The Inestimably Great and Glorious Sir Cactusson the Mighty. We purchase a considerable amount of food and goods, and trade them a considerable stock of finished goods, though by no means all of them.

I've been constantly told that we are out of pig tail seeds, despite the bookkeeper's insistence that we have over a hundred of them. I have finally tracked the problem down. They were being stored in the food stockpile in the keep proper, instead of in the areas designated beside the farms. I have expressly forbidden their storage there. I've also reduced the number of dwarves assigned to masonry back to only those who show skill in the task.

I've also ordered an obsidian door erected at the ramp onto the trade island, if only so that nothing climbs up the ramp and gets past the outer ramp that way.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on February 15, 2016, 07:12:43 pm

Quote from: Triaxx2 on February 14, 2016, 01:01:38 pm

Ugh, why was the cavern not double sealed? There's no way to improve on the traps without opening the bridge, and the moment you do that, you get corpse rushed and the entire fort dies. Even with the entire military stationed there, you just get flattened and then they tear apart the rest of the fort. The first time we needed wood for a strange mood. The second time I wanted to see if it could be done. The first time it crashed when I attempted to abandon, the second time when I tried to save the game. Time to see if the game will throw up a different strange mood requirement.

I fear that if it's *my* seal that's still in place, it was never intended to last very long....I was in the middle of heavy construction, and the caverns were starting to cause troubles. The earlier entrance was so absolutely terrible it would have killed us....so I sealed the door as best I could with what little time and dwarf-power I had left. Sorry about that.

Also if we can order in saguaro wood, it goes to Sir Humphrey's tomb. He deserves to be surrounded by servants to tend to him in the great desert that lies beyond.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on February 16, 2016, 12:03:54 am

The Fall of Boardsomber: Part 3

Mayor's Log: Late Spring 205

I awoke all alone in the darkness.

I tried to move my limbs but found myself bound in what appeared to be a sack. A dull throb resounded in my head, as I tried to make sense of my surroundings. I did not know how long I had been unconscious, only that I was still alive.

As I looked around, I noticed there were several pools of blood not far from where I laid, and what appeared to be several large amorphous shapes on the floor. I took a closer look, and shuddered as the shapes came into focus; limbs, torsos and unidentifiable lumps of meat. I struggled again to no avail, so I tried feebly to cry for help.

It was Zuntîr that found me, still tied up in the nasty smelling troll hide sack. I sat there in the dark and dank halls trying to shake off the after effects of a nasty blow to the head, while Zuntîr stooped down to untie my bonds.

I was carried back to the workshop complex where Edëm was busy trying to staunch the bleeding wounds of our dwarven defenders on a dining room table turned into a makeshift operating table. Zuntîr placed me on a bed that they had hauled down from the bedroom complex. Zasit was being worked on by Edëm; he was unconscious and it looked like he took several heinous wounds to his upper body. Edëm was trying hard not to let him bleed out, but he wasn't very good at it though, fumbling several times with only his dabbling levels in medical skills. From his pale facade I could tell things did not bode well for Zasit, but still he held on.

Dodók was up and about but his right hand was heavily bandaged, îton was resting on a nearby bed and his left leg was thickly bandaged.

Zuntîr filled me in on what had occurred as he went about dressing my wounds. Only then did I realize that I was lucky to have survived unscathed from

Spoiler: an assault by a marauding party of turned humans. (click to show/hide) Uspenetosp, "The Roasted Sieges" ուրցագրերին հայաստանում անուս Պորաստանում հայաստանում անուս humans, 2659 goblins, 4 losses D: 3 dwarves, 2 goblins, no losses Defender was victorious. Part of Kökuzo, "The Assaulted Conflict" In the late spring of 205, The Immorality of Battles attacked The Emerald Gorge of The Stirred Irons at Boardsomber. In the late spring of 205, the human Dostngosp Gutwitches was struck down by the goblin Edëm Armorrhymed the Old Maw of Gifting in The Beautiful ປາ ເມືອງການ ວາກ ວາກ ປາການ ແປ ການ ປາການ Swamps. In the late spring of 205, the human Ber Hatefrozen was struck down by the goblin Dodók Bookice the Curled Duty of Foot in The Beautiful Swamps.

In the late spring of 205, the human Stâsost Sinfulchain was shot and killed by the dwarf Zuntîr Cobaltwatches the Worthy Guile of Jaws in The Beautiful Swamps.

In the late spring of 205, the human Ngebzo Hileroar ΔμιΩτυυυυπη ηΔ <mark>†</mark>ΥυυΔΔυΔπυ ' ΓΔ Γ |<del>|•</del>† Γ'' l±1 ("°°° n∆ | 1"""∆∆"∆"" ∆1∆1" | n∆ | ∆"""∆∆<u>&</u>∆∆∆ -ΔΔΔΔ"α-Π In the late spring of 205, the human Ngebzo Vileroar was struck down by the dwarf îton Swordochre the Mellow Plaits in The Beautiful Swamps.

Apparently, the humans came bounding down the spiral stairway and <u>Spoiler: caught us off guard</u> (click to show/hide)

# An ambush! Drive them out!

while we we're still searching for supplies in the abandoned halls. Apparently this was when I got knocked out and placed in a sack. Zasit whom had been keeping guard near the stairwell only managed to give off a warning cry before being set upon by the humans. Zuntîr and îton whom were nearby when Zasit cried out came running and Zuntîr loosed all his bolts at the vile humans, managing to keep them off Zasit momentarily. îton engaged the humans in mortal combat but was quickly outnumbered. By the time Edëm and Dodók came around to see what was happening, îton was desperately trying to fend off the attackers while Zasit was unconscious on the floor.

Dodók and Edëm managed to finish off the humans but not without cost. In the process, Dodók had taken a nasty cut to his right hand that had severed several nerves - impairing his ability to grasp, while îton had suffered a broken leg.

Uzol and Nil had run off at the first warning of danger, but have since returned and have been tasked with rummaging the empty bedrooms for any medical supplies that we can use. But the situation just seems hopeless.

"How long could we hope to hold out as wretched as we were?"

Those were my last thoughts as I succumbed to fatigue and let the pleasant oblivion of sleep wash over me.

...
\*thump\*
...
...Half-conscious, I sensed the dull throb in my head\*Thump\*
...getting louder-

# \*THUMP\*

I woke up with a jolt, that was no throbbing I was hearing, that wasthen came the sounds of screaming and combat.

# Earlier on...

Lebes had come trudging down the stairs with a band of goblins at his heels, upon noticing the hacked up remains of the humans he gave an exasperated moan,

"Imbeciles, must I do everything myself?" he muttered under his breath.

Zuntîr had heard the unmistakable sound of footsteps approaching from the stairwell, so he braced himself against the wall, hoping to take the assailant by surprise. He had long since run out of ammunition, so he could only wield his crossbow like a bludgeon. He tried to remain calm and focused his attention on listening for the assailants approach.

As the goblin turned the corner, Zuntîr hollered and charged with crossbow in hand, but Lebes was quick to respond. He parried the blow, side stepped to the left and beheaded the baron of Ochredips with a swift stab of the spear.

Still drowsy, I started in sudden trepidation. I wasn't the only one that had noticed the disturbance next door. The other dwarves scrambled to their feet warily, uncertain of what to expect. That was when an object was thrown into the room and rolled into our view.

It was the severed head of  $Zunt\hat{i}r$  Cobaltwatches the Worthy Guile of Jaws.

That gave us all quite a shock and while our attention was focused on the head, the hulking form of Lebes came charging out of the shadows. The menace of the goblin was great, and everyone backed away from this new threat.

Zasit struggled to stand as Lebes loomed over him. He attempted to raise his weapon and block the coming blow but the goblin did not afford him the opportunity and skewered him from below. With a sharp swing, the goblin dislodged its spear and down fell the limp body of Zasit Milehelm the Speechless Girders, finally succumbing to his many wounds.

I scrambled to my feet as Lebes drove a weaponless Dodók to the corner. But a bud of courage blossomed within îton whom had been frozen in fear before and he charged at Lebes knocking the goblin aside. Dodók took the opportunity to grab a copper shield lying close by and charged into combat. îton tried to fight back against Lebes, but alas the agile goblin was too much for the limping baron of Postfortresses. He took several stabs to the torso and crumpled to the floor in a heap. So ended the *îton Swordochre the Mellow Plaits*.

As I fled from the room in fear, I stumbled onto Edëm, Uzol and Nil, whom had returned from their search of the rooms with buckets of

water in hand. Noticing the battle underway, Edëm gave a yell and charged into battle while Uzol and Nil cowered in fear.

"No! Stay back! You are no match for- this- ARGH!!! This monster!" Barked Dodók as he darted around Lebes, trying to bash with his shield, taking a wound to the shoulder in the process.

"General!" Cried Edëm as he gritted his teeth in anger.

"Hurry and run! He came alone! Now's your- GAH! Chance!" Cried Dodók as he tried to keep Lebes occupied buying time for us to escape only to take even more wounds in the process.

"Alone?" Sneered Lebes in derision as he pinned Dodók's left shoulder to the wall with his spear. He snapped his fingers and at once, a trio of goblins swarmed into the room, with more still lurking in the shadows.

"Are you crazy!? You're in no shape to fight, you'll die alone down here without my help!" And with that said, Edëm motioned that we should leave, before charging into the fray himself.

"Hurry this way!" said Nil as he grabbed my shoulder, the first words I've heard out of his mouth. Uzol was already ahead of us, motioning that we should follow.

I gave a last glance back; Dodók had crumpled to the floor in exhaustion and I winced as Lebes raised his spear and delivered the death blow to *Dodók Bookice the Curled Duty of Foot*. Edëm was wailing like a madman, but he was kept from advancing by the other goblin lackeys. I tore my eyes from the carnage and fled distraught, into the gloom.

That was the last we saw of *Edëm Arrowrhymed the Old Maw of Gifting*. Spoiler: May Armok have mercy on his soul. (click to show/hide)

Boardsomber.
In the late spring of 205, the dwarf Zasit Milehelm the Speechless Girders was struck down by the goblin Lebes Vanishedsparks the Red Humility in Boardsomber. In the late spring of 205, the dwarf îton Swordochre the Mellow Plaits was struck down by the goblin Lebes Vanishedsparks the Red Humility in Boardsomber. In the late spring of 205, the goblin Dodók Bookice the Curled Duty of Foot was struck down by the goblin Lebes Vanishedsparks the Red Humility in Boardsomber. In the late spring of 205, the goblin Edëm Armorrhymed the Old Maw of Gifting was struck down by the goblin Lebes Vanishedsparks the Red Humility in Boardsomber.

Tn | "haba | MΩΩnhnhhh
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The three of us barricaded ourselves in one of the bedrooms while the goblins made a search of the maze like rooms. That was when Uzol and Nil revealed to me that they had been busy digging a secret passageway to the surface in one of the bedrooms, but it was still unfinished when we found them. Now they hoped to finish the mining and escape. It was a race against time and it won't be long now before we were caught.

As we hit the ice layer indicating we had reached the glacier above, we heard a faint commotion from below.

"General Lebes! I think we've found the dwarves! This room is locked!"

We dug faster as the goblins thumped on the door, and as the straining door finally gave way and broke, daylight! I'd never thought I'd been so happy to see the sun, but we were not out of the woods yet.

We had emerged to the southeast of the fortress, near the elf blood snow drifts. With a swish of the bucket, Uzol and Nil splashed the contents of their buckets at the passageway we had just emerged from. The water instantly froze over the passageway, barring the goblins from following in our wake, and not a moment sooner. We heard the goblins attempt to breach the ice to no avail, but a commotion begun to sound from the direction of the fortress, we would not be let off the hook so easily.

"Mayor Dobar! You must escape and bring the news of our fall to our other settlements! They must be warned!" Cried Uzol.

"It is futile, many of the other settlements have already fallen into the clutches of the goblins!" I replied. I must admit, I had given up on the prospect of surviving at that point.

"Not so, for as long as a remnant of us still stands, we can hope to rebuild and later return and reclaim our homeland. Head west beyond the mountains, we will cover your escape!" Said Nil as he laid a reassuring hand on my shoulder.

"Go! Do not let our sacrifice be in vain!" Yelled Uzol over the wail of the wind.

Shirking cowardice for courage, Uzol and Nil started off in the direction of the Trade depot. Seeing that they could not be dissuaded, I turned to leave. With a heavy heart, I fled into the mountains, as a snowstorm descended upon Boardsomber, obscuring the direction of my trail.

Spoiler: Farewell Boardsomber, farewell proud defenders of the Emerald Gorge, I must carry on. (click to show/hide)

Uzol Soshrigoth, champion Visitor

Spoiler: You will be remembered. (click to show/hide)



# Epilogue

I gradually made my way westwards, then northwards in search of refuge. Along the way, I passed by many of the

Spoiler: smoldering ruins (click to show/hide) Local Reclaim/Unretire a Fortress Rirnölzasit ΠΠΠΠΔΑμΠΠΠΠΠΠ ΔΝΠΠΠΠΠ ΛΔΥΧΧΥΝΠΑΤΙΝΑ Alâthlikot

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of our former fortresses. I shielded my eyes and pressed on, wondering if we will meet the same fate that befell that other dwarf kingdom? What was it? I can't-

\*The journal entry ends abruptly here, stained with traces of vomit\*

\*There is a letter placed among the pages here\*

I knew little of what transpired after I succumbed to my despair and fatigue, only that I was rescued when a passing caravan came across my unconscious body as I lay by the roadside.

I am recuperating, and have since learned much of what is going on in these lands. Murderflood, once the jewel of the former Queen's eye has been largely left unscathed by the wake of the goblin invasion, largely due to it being founded far from the proximity where the goblins of The Immortality of Battles operate. I remembered visiting there once, it was still a shoddy town, but I've heard that it has thrived in the meantime. I hope I am not misguided in placing my hopes there.

If you are reading this overseer, then I know the merchants have safely reached your borders and I can rest knowing my duty as last survivor of Boardsomber has been fulfilled. I now beseech you to stand tall and act as a shining beacon for all of dwarf kind! If you can manage to do so, perhaps we shall rise again and reclaim our ancestral lands. But beware of the imminent peril of the goblins marching on our lands now! Built what defenses you can and prepare for the worst! You must survive and carry on our legacy! Once I am fully healed, I will search for a way into your lands.

May our fortunes rise and fall together!

Yours Sincerely, Dôbar Pearshoots Mayor and last survivor of Boardsomber.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on February 16, 2016, 07:04:20 pm

One wonders if that post is supposed to be here.

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Anyway, on the third of Malachite, one of our Clothier's withdraws from Society, and claims a Clothier's shop. It doesn't take long, and he's grabbed some Pig Tail Cloth and set to work. It's strange. Our last three artifacts have been silver warhammers. I'm not sure how he's going to make one out of pig tail cloth, but it'll be interesting to see.

Oh, wait, we have a lot more artifacts than I thought. Ahem. Anyway, introducing Stopclouted. A bulky pig tail headscarf. I need a drink.

Some brilliant genius, put a food stockpile at the magma sea. Which accepts seeds. After yet more screaming about pig tail seeds, I

managed to find it and ban seeds. I am going to find out who did it. And then I'm going to haunt them. Continually.

The remainder of summer is nothing at all to write home about. Indeed, nothing of any interest happens. Fall hopefully brings changes, but for now, we wait and see.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on February 16, 2016, 08:03:02 pm

Well its been overdue, but where should I put it then?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on February 17, 2016, 05:13:41 am

No idea, I'm just unsure if it's connected to Murderflood or not.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on February 17, 2016, 08:01:58 am

As Boardsomber is our capital, I personally don't mind at all reading a story about it on this thread. Especially if it's an epic one, like "The Fall of Boardsomber"!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 17, 2016, 04:00:08 pm

Quote from: Vuohijumala on February 17, 2016, 08:01:58 am

As Boardsomber is our capital, I personally don't mind at all reading a story about it on this thread. Especially if it's an epic one, like "The Fall of Boardsomber"!

The stories of the mountainhome and our civilisation's general fall have also been an ongoing thing for pretty much the entire thread. So yeah, it's good. :)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on February 18, 2016, 12:05:01 am

"Situation is really shitty, better relocate every surviving dwarf near that sentient murderous lake"

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Gwolfski** on **February 18, 2016, 05:47:37 am** 

"For protection"

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on February 18, 2016, 07:16:36 am

Ah, I was unaware that was the name of the capital.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on February 19, 2016, 06:31:35 am

Not much occurs in fall, until a caravan from Edandatan arrives, bringing much needed goods and supplies. The broker is called and bins of goods for sale are drug to the Depot.

I've asked for all the wood they can bring, some ores and metal bars, all the booze they can put their hands on, and a few other things we're short of. In return they want Crowns and Crossbows, Shields, Bolts and Backpacks.

I've authorized trade of a handful of crossbows and all the arrows we got from the elves in the spring.

I've also ordered some granite walls installed along the bridge leading to the trade island. I've had to make explicit the order of construction. Otherwise stuff will just fall into magma and that won't end well.

We trade for more weapons and tools and most importantly food and seeds. Hopefully the latter will shut up the farmers and the former will give everyone else something to shove in their mouths. We also have enough trap specific items that I was able to finish the third weapon trap on the very end of the entrance, so any goblin lucky enough to dodge the cages and stone falls, will find themselves stepping into a blender. And they will be blended folded and generally mutilated.

I've also ordered the construction of bridges in the new cavern entrance. The plan is to mass produce green glass discs and turn it into the ultimate undead blender. Of course I'm hoping someone smarter than me can figure out how to turn it into an undead trap.

Anyone else picture serrated glass disc traps as looking like the one from Indiana Jones 3? Because I can't stop seeing them like that.

I think I've finally quelched the seed problem. Every single stockpile, except the 6 near the underground farm plots have forbidden pig tail seeds. Not that it's stopped the bloody complaining!

We have received no Migrants this season. I am unsurprised, but I'm not entirely disappointed. More mouths to feed isn't necessarily a welcome thing.

Urgh. The Cloudcuckoolander is throwing a tantrum and has both killed a dog and picked a fight with the Doctor. And worse, nothing seems to soothe her. I'm entirely flummoxed. Perhaps my successor will have better luck.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on February 19, 2016, 02:58:47 pm

I am attempting a happiness bombardment. The crazy lunatic... err delightful eccentric, wishes to make a work of art. I've had her assigned as an engraver and set about engraving the workshop levels. Yes, it's a bit of a waste of time, but at the same time, no one really cares how they look so it's a good place to practice.

Ah, a Vile Force of Darkness (http://i290.photobucket.com/albums/Il274/Triaxx2/VfoD\_zps7ooqobtj.jpg). I've ordered the militia to move into position, and sounded the alarm. The Ballista is ready to fire as soon as anything enters the field of fire. As Vile Forces of Darkness go, this one is pretty big and nasty. There's even a Troll Bowman.

My FPS has dropped to 6 with the arrival of the enemy. The militia charges out to meet them. They crash together in a mangled, tangle of bodies. The siege is broken, not a single goblin or troll survived to flee. I neither died, nor got any kills, but I seem horrified by the fighting. I don't remember being so innocent, but it must have been. I've ordered every weapon we can't use melted for more resources.

The armor will need some scrubbing, but most of it should be useful and if the clothes also need it, there's at least enough everyone will stop whining about not wearing pants.

Don't they know ya need to let the jimmies breathe or they don't work?

We did lose one recruit, who was found dead as the militia was returning from the battle. He was found with a Silver Arrow sticking from his neck. It seems he suffocated from paralysis. It is a poor way to die, but he saved the fortress. His sacrifice will not be forgotten.

And now we've had a dwarven child be possessed. How lovely. And he's created a Goat Bone Hatch cover. Yay.

We've had another dwarf give a name to his hammer. Mamotakir

(http://i290.photobucket.com/albums/II274/Triaxx2/Mamotakir\_zpstoxrbj5l.jpg). I'm not sure what it means, but he keeps going around telling others he's going to give the next wave of goblins Mamo-grams. No one's had the heart to tell him it's not quite what he thinks it is. Then again, no one has had the balls to ask what he thinks it means.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on February 19, 2016, 03:41:57 pm

We've got a ghost hanging around, though I'm not sure why. I've ordered a slab engraved for it though.

I've moved two artifact floodgates out of Duck's room, to improve the dining room. I replaced them with Clear Glass windows, to give a better view.

And that is the end of my tenure as Overseer.

\_\_\_

I'll post the save tonight most likely. Murderflood 209 (http://dffd.bay12games.com/file.php?id=11790)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on February 19, 2016, 04:45:53 pm

That was quite the fast turn, well played! Is the fps good at the time?

In any case, McKiwi is next to lead this glorious fortress.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on February 19, 2016, 10:02:36 pm

I'll pick it up when I can..and once it's up. I'm fairly busy right now so I may need the full two weeks, but we'll see.

Edit: Do we have a magma weapon yet, BTW?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **February 19, 2016, 10:52:42 pm** 

We dont.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on February 20, 2016, 02:18:24 am

I'm getting 11 FPS with the game running on high-priority. Calling out the Militia drops it to 6. I turned off Temperature, but it had no effect.

Depending on what weapon you build, I suggest aiming for the lower most area to the north. That's where both of the sieges that hit me came from. May want to wall off the lake so that magma doesn't obsidianize it and let things die there where they can come back.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 20, 2016, 03:34:25 pm

I was thinking of just replicating our old forest-fire defense system from Moltenchannels....except I now remember that we're in a desert. So nevermind that.

I have downloaded the save and will begin in the next day or two. Updates may be a little sparse....currently writing a thesis proposal and planning the launch of a student club, so as usual my turn's come up at the best possible time.

Edit:I'm getting 13 FPS. not bad, but not brilliant. Might see about destroying some items and walling off areas that might mess with pathfinding.

I'm also starting some construction work, as is usual for my turns. :P

Just as a side note, we may have a slight morale problem as a result of the sieges, but furniture-based therapy seems to be working nicely:

Spoiler (click to show/hide)

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Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on February 20, 2016, 03:54:40 pm

I was attempting an engravement bombing. The Cloudcuckoolander tantrumed at least once, and keeps getting more and more stressed for no reason I can figure out.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: TheFlame52 on February 20, 2016, 04:22:51 pm

Have her killed. She is unredeemable. Stop her before she kills a dwarf or damages the morale of the rest of the fort.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 20, 2016, 05:18:13 pm

Quote from: Triaxx2 on February 20, 2016, 03:54:40 pm

I was attempting an engravement bombing. The Cloudcuckoolander tantrumed at least once, and keeps getting more and more stressed for no reason I can figure out.

The sea of death and vomit surrounding the fort may have something to do with it. That or the tortured moans of the undead from below. Or possibly the screams of the dead and dying every few weeks. Maybe even the shrieking of the forgotten beasts clawing at the rock, desperate to break into the fort and fill it with (more) blood and torment, although I think most of them have been ripped apart by the undead by now.

But yeah, I'm also engraving the hell out of stuff. I'm not going to execute anyone unless I have to, but the cloudcuckoolander is definitely...troublesome.

I've also started work on a new hospital and militia barracks near the NE drawbridge. it's a good staging area and if I can get some fortifications up it'll be a great place to kill attackers without lowering the bridges. I'm also spamming traps and buying everything I can from the elves to get rid of stray clothing. It's gone well. We have an owl now, BTW. Also a fresh grizzly bear, giant dingo, yak, and a giant kakapo. Because why wouldn't you want a giant kakapo?

Unfortunately with only 96 dwarves things do take a wee while...but it's not too bad. FPS is slowly increasing...up to 15 now. I think I'll build a great big drawbridge and use it to **smash** stuff.

Edit: Yeah, things are a bit slow. Going fairly well right now though. You engraving bomb didn't work because your skilled engraver had stone detailing turned off. Will update properly.....later. :)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on February 20, 2016, 06:04:40 pm

We have a bear now? Finally! Let him roam free in the temple so the bear gods can see we're taking this seriously.

Quote from: TheFlame52 on February 20, 2016, 04:22:51 pm

Have her killed. She is unredeemable. Stop her before she kills a dwarf or damages the morale of the rest of the fort.

I honestly don't think her actions would make any difference anymore. Sanity is a word from the past. We have progressed beyond it :D

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on February 20, 2016, 07:44:21 pm

Quote from: Triaxx2 on February 20, 2016, 03:54:40 pm

The Cloudcuckoolander tantrumed at least once, and keeps getting more and more stressed for no reason I can figure out.

The noble cloudcuckoolander is a temperamental creature, with a delicate psychological makeup and nerves of a chicken. Of course its going to go cuckoo every once in a while, for that is its very nature.

Quote from: Urist McKiwi on February 19, 2016, 10:02:36 pm

Do we have a magma weapon yet, BTW?

If you're going for some sort of magma device, feel free to extend the magma pump stack upwards (as was intended). But the bridge to the lever room will be in the way though, so it will require some remodeling.

Personally, I would suggest building an airlock (with the bridges on both ends operated by different levers) for access to the undead

caverns. I remember there being an outcrop of rock that would be suitable to the left of the winding magma pit trap. We can use it for short sorties against the caverns which can help regain some FPS.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on February 20, 2016, 08:43:47 pm

Quote from: Zuglarkun on February 20, 2016, 07:44:21 pm

Quote from: Triaxx2 on February 20, 2016, 03:54:40 pm

The Cloudcuckoolander tantrumed at least once, and keeps getting more and more stressed for no reason I can figure out.

The noble cloudcuckoolander is a temperamental creature, with a delicate psychological makeup and nerves of a chicken. Of course its going to go cuckoo every once in a while, for that is its very nature.

She's fairly happy with her new job of stone smoothener. She's also got a nice new silver cabinet in her room, and a fabulous weapon trap with 10 giant serrated discs to astonish her if she goes insane. According to her stats, she likes tranquility...so it's fair enough that she's a bit worked up. I'll try to keep her out of the way for a bit. :)

Quote from: Zuglarkun on February 20, 2016, 07:44:21 pm

Quote from: Urist McKiwi on February 19, 2016, 10:02:36 pm

Do we have a magma weapon yet, BTW?

If you're going for some sort of magma device, feel free to extend the magma pump stack upwards (as was intended). But the bridge to the lever room will be in the way though, so it will require some remodeling.

Personally, I would suggest building an airlock (with the bridges on both ends operated by different levers) for access to the undead caverns. I remember there being an outcrop of rock that would be suitable to the left of the winding magma pit trap. We can use it for short sorties against the caverns which can help regain some FPS.

I'll take a look. Currently everyone's busy with building work, but I might be able to do something along those lines when things are a bit clearer....my current task is to get the bridges closed so we don't get surprised by a siege in the middle of building work.

...if I do make an airlock, should I fill it with spikes and bait it with a nice cabinet or something?

### Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on February 21, 2016, 02:28:30 am

Quote from: Urist McKiwi on February 20, 2016, 08:43:47 pm ...if I do make an airlock, should I fill it with spikes and bait it with a nice cabinet or something?

I'll leave it to your discretion, I was angling more for using our military to slowly clear out the caverns, but your idea sounds pretty good (and much safer) as well. Perhaps live bait instead of a cabinet?

### Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 21, 2016, 03:38:59 am

Quote from: Zuglarkun on February 21, 2016, 02:28:30 am

Quote from: Urist McKiwi on February 20, 2016, 08:43:47 pm

...if I do make an airlock, should I fill it with spikes and bait it with a nice cabinet or something?

I'll leave it to your discretion, I was angling more for using our military to slowly clear out the caverns, but your idea sounds pretty good (and much safer) as well. Perhaps live bait instead of a cabinet?

Alas, the elven caravan has already left for the year (plus they actually like us right now and aren't being jerks all that much).....I could probably throw the owl or some stray kittens down there. Orginally I was thinking about an atom smasher...but we have FBs down there, and they'd break it. Spikes should kill them and a cabinet would bring them in nice and safely.....but kittens would bring in everything.....

.....and now I look, it seems possible to build two airlocks. So I'm ignoring the WIP trap corridor I can see in the caves, and doing that.

We have a new titan outside the fortress. A giant quadruped made of green glass. Alas, the gates are shut. It is not getting in.

### Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on February 21, 2016, 04:11:06 am

I actually already dug out and installed bridges for an airlock. It's a pretty long, serpentine passage which I intended to fill with serrated glass disc traps, so the buggers get blended as they try to attack, but I didn't get finished in time. Due in no small part to the time taken to make anything with glass.

I had intended to setup an airlock, but when I tried it, we got immediately overrun by an undead horde that not even the military could slow much less stop. So good luck to you on that front.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)

Post by: Urist McKiwi on February 21, 2016, 04:32:47 am

Yes...mine are a bit cruder. They're basically rooms packed with:

- 1: A set of ropes, to which shall be affixed several dogs
- 2: A cabinet, to tempt building destroyers
- 3. Lots and lots of upright weapon traps, each with a single menacing green glass spike or a steel spear. I'd use more than one spike, but I don't have time and honestly? This thing's designed to lure them into a room and wipe them out...there's no hurry. If I ever manage to get these darned things linked up we can just (in theory) lure things in, close the bridges, set the spike lever to repeat and go and have lunch or something.
- 4. Drawbridges linked to a control room. Said control room has an attached bunkroom and a food stockpile I need to tweak a bit so it works properly....but it should let folks stay down there a while if they need to. The control room can also be sealed as a last ditch move. If we had a vampire, I'd throw it in there and wall it in.
- 5. A shared exit to the fort, with an extra bridge and an artefact hatch protecting the exit, to prevent an overrun.

Construction is, however, very slow. Mechanisms are the main bottleneck, but there's also a shortage of furniture haulers.

Edit: Also, a child had a strange mood. A bone crown...base value of about 105K.

I'm stopping for the night now, but I'm at the "grind out a huge number of mechanisms and start linking stuff up" stage.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on February 21, 2016, 12:37:56 pm

You using Therapist? I find setting chunks of dwarves to have only furniture hauling to help. Of course, that's why the workshops are designed they way they are. Having minimum lateral distance, with just up/down to go for moving things. Raw materials in the bottom, finished goods out the top.

I just checked, and the mechanic's workshop is not properly configured to get stone from the stockpile below it, and give mechanisms to the one above it. The stockpiles are there and set up, but not linked properly. That might help your problem. So would expanding the mechanics workshops. Just duplicate the room structure twice and knock out the interior walls to make a single continuous stockpile above and below.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 21, 2016, 03:56:47 pm

Nah, I'm just finding dwarves that aren't busy on other things and telling them to go do it. Nice catch on the stockpile.

I think I'll need maybe 50+ mechanisms per room, so this may end up being a "get it ordered so the next guy can use it" project. I'm concentrating on the northern airlock for now. The gates are in and seem to work, most of the spikes are in, and while I don't have any restraints built, they've pastured a dog there and built a cabinet so that's all good.

Also the desert titan that was being annoying has entered the lake. This worries me, since we may actually have a gap under our wall there.....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on February 22, 2016, 06:52:50 am

Um yes, we have a moat that travels straight in from the lake. Bottom left hand side of the walls. May be able to rush a floor over it if you hurry. If not, have the military waiting.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 22, 2016, 05:12:51 pm

It appears the titan can't find a path to it. That's refreshing...it's currently walking around in front of the main entrance.

Less refreshing is the fact that our archers won't shoot at it regardless of where I send them....I think we're out of bolts. I'll see about making some more...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 23, 2016, 08:22:52 pm

Here's the work thus far on the new cavern entrances:



On the left is the old entrance, caked with blood. ABove that is the trap corridor that I decided not to use. To the right of that is the new control room, which I'm still setting up....the food stockpile had some incorrect settings. Over to the right via a tunnel a Z level or two below I've built the new entrances. As you can see, they aren't attached to the caverns yet. But when they *are*, there will be a means to start wiping out the things that have built up in there.

....once I finished installing spikes and getting everything set up. I really should have made these rooms smaller.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 26, 2016, 07:27:47 pm

Been a busy few days, but I'm about to get cracking on finishing this up. Quick poll for anyone who's around. Should I:

- 1. Focus on finishing both airlocks and let the next overseer handle using them
- 2. Focus on finishing one of them and mothball the second, just to make sure they're finished in time.

٥r

3. Try to get them both done and in use this year?

I'm still in early-mid summer right now, FPS is pretty decent, but the fort layout means that construction projects are very, very slow. I'm a little worried about leaving unfinished stuff behind.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on February 26, 2016, 08:46:24 pm

If you're worried that they won't get used properly or constructed properly or something, than just try to finish one and attempt to do a test run for it during your turn. Seems like that's what you are leaning towards anyway.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 26, 2016, 08:55:07 pm

Quote from: Zuglarkun on February 26, 2016, 08:46:24 pm

If you're worried that they won't get used properly or constructed properly or something, than just try to finish one and attempt to do a test run for it during your turn. Seems like that's what you are leaning towards anyway.

Yeah. I'll cancel a bunch of spike traps from one, use them to finish the other....and then try getting a hundred or so mechanisms set up.

...then we get to see if this works or not, and if it doesn't then the other one can get adapted into a better meat grinder.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on February 26, 2016, 09:43:56 pm

McKiwi, are you planning to redorf recactus yourself or can I assume this is from the viewpoint of a ghost cactus? Need to know for er... storyline reasons...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on February 26, 2016, 09:55:46 pm

Make sure the outer lock bridges can be closed independently from the inner ones, so you can close them off and finish the second lock. (Or the next overseer can.)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 27, 2016, 05:30:29 pm

Quote from: Zuglarkun on February 26, 2016, 09:43:56 pm

McKiwi, are you planning to redorf recactus yourself or can I assume this is from the viewpoint of a ghost cactus? Need to know for er... storyline reasons...

I've taken over one of our hunters as "Urist McKiwi", reworked profession to "Knight of Cactus". I think she's an expert marksdwarf, but since we ran out of bolts I wouldn't know.

I also renamed a squad in memory of our beloved former leader. 'The Order of Cactus' will prickle the *hell* out of things with their crossbows.....once they've had some training. And bolts.

I'd do some IC updates, but I've been really super-busy this week (researching for my masters proposal + running a stall at the student's association clubs day + making a mod for a jam over at another community) and doing good updates takes time.

@Triaxx<--There are separate levers for each airlocks internal and external doors. Those are linked up right now....I need the emergency cutoffs done still, but the doors are fine.

EDIT:

BTW, our caverns generally look something like this:



And we've got a bunch of zombie tigerfish flopping restlessly towards the main gate. Nothing to worry about.

Edit2: And I'm drafting a whole bunch of random people to restock the military with fresh victims. Our existing squads were either full of people who never trained, or full of veterans...but not very many of them. I'm slowly fixing that, although obviously with no new immigrants we face long term....issues....with this. I've also reworked the training schedule so the veterans get their hands dirty moving furniture.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Gwolfski on February 27, 2016, 05:52:30 pm

I told you to put magma in the caverns....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on February 27, 2016, 07:14:00 pm

Stick the veterans in charge of squads. That way, we'll get the recruits to sparring level faster.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 27, 2016, 08:12:26 pm

Quote from: Gwolfski on February 27, 2016, 05:52:30 pm

I told you to put magma in the caverns....

1. Temperature's turned off

2. Ten

2. The idea i to be able to *use* the caverns. :P

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on February 27, 2016, 09:40:15 pm

Quote from: Urist McKiwi on February 27, 2016, 05:30:29 pm

And we've got a bunch of zombie tigerfish flopping restlessly towards the main gate. Nothing to worry about.

Hold up...

Did you say zombie... tigerfish?

A shoal of them?

Flopping on land?

That's like some Junji ito levels of bizarre shit right there. Can we get some screenshots of those?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on February 28, 2016, 05:26:21 am

Quote from: Zuglarkun on February 27, 2016, 09:40:15 pm

Quote from: Urist McKiwi on February 27, 2016, 05:30:29 pm

And we've got a bunch of zombie tigerfish flopping restlessly towards the main gate. Nothing to worry about.

Hold up...

Did you say zombie... tigerfish?

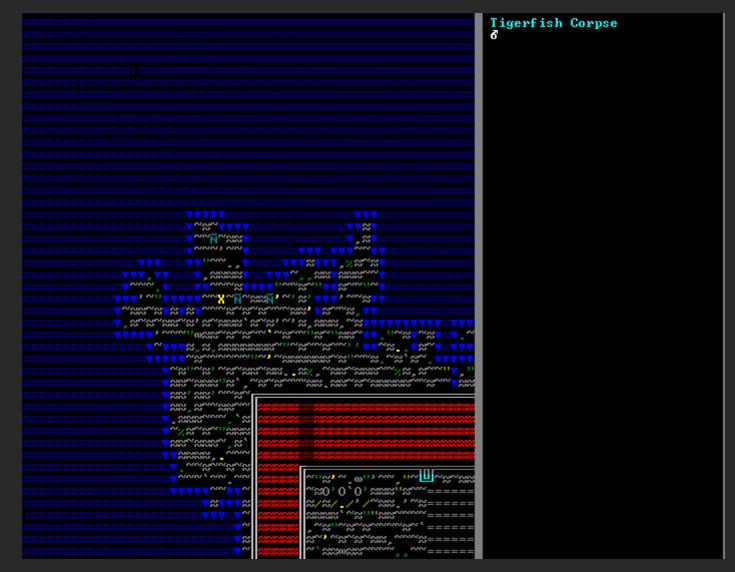
A shoal of them?

Flopping on land?

That's like some Junji ito levels of bizarre shit right there. Can we get some screenshots of those?

Well...not of the same group, but sure. There were about 5-6 in the first horde/shoal of them. They flopped their way over to the big piles of corpses outside the fort, did a few loops of the pile, went over to the entrance and back again.... then left the area. Alas, no pictures of that.

But a few more turned up just now and popped over to a different bit of the shore:



This is one of the big dangers of having an evil lake: undead fish do not airdrown, so they can and will go flopping around trying to eat people. And IRL tigerfish have quite nasty teeth so while they're probably no match for the militia, I don't want them teaming up with the titan that's still chilling out in the lake. And I'm quite glad we don't have a fishing industry.

Still, they're not sharks or giant sponges, so we're good on that front.

All spikes in Airlock 1 are either in position, on their way to being in position, or ordered with only a reasonably short delay. The new bottleneck is getting them attached to the lever. Only one job at a time, only ten queued at a time....it's going to take a while. Still, plenty of time left in the year.

We also have a human caravan that ran past the first batch of fish and was ignored by the titan. I'm moving goods over for trading now, having cycled the bridges to keep the fort nice and safe. No wagons though.

Also no migrants. We are well and truly alone.

### Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on February 29, 2016, 11:45:00 am

The fish can provide some live training for dwarves stationed atop the wall. Archery, go!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on February 29, 2016, 05:48:07 pm

Those caverns are truly a mess..

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on March 02, 2016, 02:07:26 am

Bit of a holdup on my end, sorry. I might need an extra few days to finish things up.....I've been bogged down in research for the last few days.

Still, progress is being made:

- -Spikes are very slowly getting hooked up
- -I traded a load of gems and stuff for all the cloth I could get, plus some seeds and food for interesting crops
- -I've completed a new hospital near the NE gate. It has traction benches, unlike the old one which was always supposed to be temporary.
- -Said hospital is a lot bigger as well, because we're gonna need that at some point.
- -More bolts!
- -More trousers!
- -Possibility of some shirts as well!
- -Desert titan still swimming in lake. Tempted to bait with human caravan.
- -Our youngsters are growing up and joining the workforce. Right as I run out of jobs for them.

Edit: And, alas, the cloudcuckoolander just went beserk. One of the recruits dismembered her.

Edit2: Ah crap. We got a husked camel inbound. Welp, time to sacrifice some traders.

.....and the titan attacked a tortoise and got itself crippled, somehow. It's right outside the gate. Yeah, I'm gonna let the traders take care of this one.

Edit3: "Ah! Hello youngster! I see you're old enough to join the workforce now. How do you feel about hitting things with axes?"

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on March 02, 2016, 09:49:23 am

At this rate we should mostly worry about the tortoise...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on March 02, 2016, 07:18:49 pm

You know what? We can probably take that Titan.

I'll just be on the wall, cheering you all on. :D

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on March 02, 2016, 07:49:43 pm

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Quote from: Triaxx2 on March 02, 2016, 07:18:49 pm

You know what? We can probably take that Titan.

I'll just be on the wall, cheering you all on. :D

We probably can, yes. Turns out it wasn't crippled....it just knocks itself out a lot. Or something. But it's green glass, so hammers will kill it super-easily.

But the camel husk....that's more dangerous. And we don't get new migrants, so I'm trying to avoid losing anyone who can be saved (the cloudcuckoolander was just too broken by her life to continue, sadly).

Even worse, those two are very close to each other, and that green glass titan has webs. If it gets a good shot at our cage traps, our best soldiers get caged during the charge and we lose a lot of people very quickly. ALternatively they get webbed and the husk rips them apart. The last thing that ran into the husk was a regular old camel, and it had its head explode in a fountain of blood from a single blow.

I'm working on a new tower that should let us pepper them both with bolts. I've also knocked down a wall on a different tower to set up a firing area on top of a roof. I've also got more bolts so we can actually shoot at things. We'll see how that goes soon enough. :)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on March 03, 2016, 06:37:43 am

Perhaps we have one useless member we can station between the husk and the titan? A useless peasant mighty noble who can get them to fight?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Imic on March 03, 2016, 06:50:17 am

I would like to be dorfed as an arcetecht/mason... Who has... Ideas!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on March 03, 2016, 09:42:45 am

Quote from: Imic on March 03, 2016, 06:50:17 am

I would like to be dorfed as an arcetecht/mason... Who has... Ideas!

Those are not a good thing to have when we're looking for bait to make two terrifying creatures fight.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Urist McKiwi** on **March 03, 2016, 05:09:32 pm** 

Well, I have good news and bad news.

The good news is that the husk vanished mysteriously, and the titan is dead...sort of.

The bad news is our military got almost completely wiped out. Currently I'm recovering wounded and...

.....and **the game crashed**. Huh. Ok, *never mind then*.

Just restarted to check the save.....looks like it's still good. I lost a month or so, but that's OK....not too big a deal to replay that much.

Although I think I'll leave that titan well alone. Checking the numbers we lost maybe 17-20 peeps.

Spoiler: A battle that never was (click to show/hide)



Protip for future overseers: Do *not* attack anything with webs on the bridge. We lost pretty much every single elite melee unit instantly. At least one squad wiped out entirely. Didn't see who got the kill before the game crashed on me and made the whole thing moot anyway. I might try killing this thing another way some time, but it's not gonna be in an all-out battle.

The cavern entrance is starting to look lovely, BTW. I'm spamming weapons traps down there as well, so we have buzzsaw walls and everything.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on March 03, 2016, 07:33:48 pm

At least no one dodged into lava. And you're welcome for that. (It seems you can still drown if temperature is off.)

It appears the moat door was never installed or destroyed. Bottom right of the trading island, there's a ramp up out of the magma.

Why does the outer magma bridge retract instead of raising?

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on March 03, 2016, 10:35:40 pm

Quote from: Triaxx2 on March 03, 2016, 07:33:48 pm

At least no one dodged into lava. And you're welcome for that. (It seems you can still drown if temperature is off.)

It appears the moat door was never installed or destroyed. Bottom right of the trading island, there's a ramp up out of the magma.

Why does the outer magma bridge retract instead of raising?

From memory, because having it raise would have needed one extra column of floor tiles I couldn't get built in time when I made the bridges.

Honestly, I'm tempted to remove the walls around the depot....when I built them I thought it'd be good security. As it is, it actually stops us from shooting at things from across the moat.

But yeah....that funnel is deadly. If it weren't for a convenient crash we'd have lost about 20% of the fort.

Still! We know that 1: War bears are great and 2: it's time to build a nice shooting platform.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on March 04, 2016, 04:41:24 am

Yeah, that bridge is a death-trap if we are to face webspitters (..or living flamethrowers) on it, as it is quite a narrow corridor. There is no escape once the webs start flying. You'll want to have as much open space as possible and encircle the beast before it even has a chance to shoot webs. But yeah, I'd say the most preferable way to kill webspitters is without engaging anyone in battle, if possible.

I lured the titan I had in my turn into the fortress and flanked it from both north and south on our entrance with several squads. It worked fairly well, but there still were casualties. I wouldn't propably do it again, as it was quite a hazardous attempt.. :D

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on March 04, 2016, 07:30:12 am

Just carve fortifications in the walls. The long range means no enemy archers can run up to it, and any thing that gets webbed behind it should be fine. Plus free FB silk.

We may want to lay down a second interior bridge, and lure the FB in to the trap corridor. Then we can shoot at it until it gets knocked down and captured. Oh well.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Urist McKiwi** on **March 07, 2016, 06:12:20 am** 

Sorry about the delays again. Tomorrow I've got a clear schedule, and I'm gonna try to finish (or at least nearly finish) the year then. :)

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Imic on March 07, 2016, 08:24:34 am

So i started looking at stuff and i mu-

Quote from: TheFlame52 on March 03, 2016, 09:42:45 am

Quote from: Imic on March 03, 2016, 06:50:17 am

I would like to be dorfed as an arcetecht/mason... Who has... Ideas!

Those are not a good thing to have when we're looking for bait to make two terrifying creatures fight.

I am not amused.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on March 08, 2016, 05:17:37 pm

Ok. Finally managed to get a bit of time where the game didn't crash while I'm playing. it still sometimes crashes sometimes immediately after saving, but I think that's an "our save is huge" issue rather than what was causing the old problem. Which I have fixed, as far as I can tell. Things are actually going fairly well. 15 FPS steady.

For take 2, I got the diplomat out and then shut the gates. The traders may get killed, but eh. Free stuff if they do. And I've got temperature *on* so a fight is likely to burn the husk.

.....and it stopped moving. Ok. it only paths in when we've got a clear route in. That's nice.

-----

To control movement and stop idiot recruits running outside to collect forbidden equipment, I've created a new burrow and set it as the civilian alert. It covers the entire fortress.

-----

The traders left nice and safely, and I cycled the doors to let me do some *maintenance* in there. We've got mountains of stuff there that we don't have stockpiles for.....time to clear it out and start some improvments.

I'm expanding the trade depot area....carving fortifications, adding some extra floors...and I'll probably move the depot itself.

By the first week of Galena, construction is well under way. Down at the cavern entrance, I'm just under halfway through connecting the spike traps.

I'm also ordering new armor and weaponry. We've got a *lot* of metal bars (I had to make a new massive storage area), so we should see about using them for something. Alas, we still lack bolts....I don't seem to be able to tell the military to actually carry them, despite having bolts assigned. Odd.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on March 08, 2016, 11:10:37 pm

I have the same issue in Whisperwhip at the moment. Onr squad simply refuses to pick up and carry bolts. I removed the stockpiles, melted the old ones and made new fresh bolts, nada. The only thing that worked was to remove and readd a bolt entry in the military-ammunition section. It worked for exactly once, then the game crashed.

It seems that in my case, other squads will list a bunch of specific "assigned" bolts, but the problematic squad only has an allowed number of bolts in the middle column, with the specific assigned bolt list on the right remains empty. Removing and readding a bolt number for other squads leads to them reassigning new bolts without issue, so I guess the problematic squad itself is at fault. Maybe creating a new squad and moving the dwarves there?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on March 09, 2016, 12:13:39 am

Quote from: Taupe on March 08, 2016, 11:10:37 pm

I have the same issue in Whisperwhip at the moment. Onr squad simply refuses to pick up and carry bolts. I removed the stockpiles, melted the old ones and made new fresh bolts, nada. The only thing that worked was to remove and readd a bolt entry in the military-ammunition section. It worked for exactly once, then the game crashed.

It seems that in my case, other squads will list a bunch of specific "assigned" bolts, but the problematic squad only has an allowed number of bolts in the middle column, with the specific assigned bolt list on the right remains empty. Removing and readding a bolt number for other squads leads to them reassigning new bolts without issue, so I guess the problematic squad itself is at fault. Maybe creating a new squad and moving the dwarves there?

Worth a shot. I'll try it out later and rework the scheduling. They're not very good at melee. :P

EDIT: Also, I've made a tomb for....either Triaxx2 or Taupe. One of them already had one. Fairly basic, but I like giving tombs to overseers. Currently working on a few more...my own one is still in progress.:)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on March 09, 2016, 07:12:53 am

Do we have enough Quivers? I've had an issue with that before.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on March 09, 2016, 04:31:19 pm

Quote from: Triaxx2 on March 09, 2016, 07:12:53 am

Do we have enough Quivers? I've had an issue with that before.

Looks like we do.....McKiwi has a quiver, but isn't carrying bolts. I'd say it's the bugs.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on March 12, 2016, 05:15:27 am

Sorry for the extra delays (again). I got sick. :(

Did some squad reworking and tried to fix the bolts. Will check later and hopefully get this darned turn over with.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on March 12, 2016, 06:29:19 am

Nobody's complaining:)

Checking in just to say I'm really interested in how we are going to deal with (or not deal with) the web spewing glass titan on our front porch with our current setup.

Quote from: Taupe on March 08, 2016, 11:10:37 pm

I have the same issue in Whisperwhip at the moment. Onr squad simply refuses to pick up and carry bolts. I removed the stockpiles, melted the old ones and made new fresh bolts, nada. The only thing that worked was to remove and readd a bolt entry in the military-ammunition section. It worked for exactly once, then the game crashed.

It seems that in my case, other squads will list a bunch of specific "assigned" bolts, but the problematic squad only has an allowed number of bolts in the middle column, with the specific assigned bolt list on the right remains empty. Removing and readding a bolt number for other squads leads to them reassigning new bolts without issue, so I guess the problematic squad itself is at fault. Maybe creating a new squad and moving the dwarves there?

This seems to be a problem with the assigned ownership of bolts to a squad. I've dealt with it before and the best way is to remove the assigned bolts entirely and make a new assignment just as you've said. Otherwise, you'll have to use up those assigned bolts somehow before the squad picks up new bolts. Try to trim the assigned bolts down to around 250 for each squad and produce lots more bolts and see if anyone picks any bolts up. Also no bolts in bins.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on March 12, 2016, 08:14:40 am

We could probably kill it if we got a shot off with the Ballista. I'm pretty sure that's why we installed it to begin with.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on March 12, 2016, 11:47:17 am

I don't think that there's anyone in the fortress that can reliably hit a mountain from more than five feet away though. How many bolts do we have?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Gwolfski on March 12, 2016, 03:52:28 pm

we can try....

It only takes 2000 shots to get a good feel for a ballista....

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on March 12, 2016, 04:14:47 pm

From memory, we've only got three ballista bolts in stock.

Also it's aimed at the trade depot, and the titan is currently stuck in the lake.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on March 12, 2016, 04:24:25 pm

better build that magma death machine *quickly*....

I have an idea for my net turn: A working volcano!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on March 12, 2016, 06:06:25 pm

CROSSBOW THE HELL OUT OF IT

Alternatively, just wait things out and let the next siege kill it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Deus Asmoth** on **March 12, 2016, 07:56:01 pm** 

Forgotten beast silk is the least valuable, isn't it? I was thinking it might be worth trapping it in a web farm or something, but a GCS would be less dangerous and more rewarding.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on March 12, 2016, 08:26:15 pm

Quote from: Deus Asmoth on March 12, 2016, 07:56:01 pm

Forgotten beast silk is the least valuable, isn't it? I was thinking it might be worth trapping it in a web farm or something, but a GCS would be less dangerous and more rewarding.

But it's not as cool.

"Wooo, look at our amazing spider, with its not being seven stories tall and it's lack of rhythmic undulations."

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on March 13, 2016, 07:59:46 am

Maybe we could start training siege operators and build a catapult?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on March 13, 2016, 08:57:10 am

Quote from: Vuohijumala on March 13, 2016, 07:59:46 am

Maybe we could start training siege operators suicide peasants and build a-catapult magma gun?

There

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: MDFification on March 15, 2016, 10:51:40 am

Quote from: Deus Asmoth on March 12, 2016, 07:56:01 pm

Forgotten beast silk is the least valuable, isn't it? I was thinking it might be worth trapping it in a web farm or something, but a GCS would be less dangerous and more rewarding.

It's not valuable, but it does result in fireproof clothing. Your dwarves will still die of course, but a pristine suit will be left behind.

Title: Re: 'Murderflood: Resurrection II: The Rehoot (Ardentdikes IIIv3)'

Post by: TheFlame52 on March 15, 2016, 03:46:38 pm

Quote from: MDFification on March 15, 2016, 10:51:40 am

Quote from: Deus Asmoth on March 12, 2016, 07:56:01 pm

Forgotten beast silk is the least valuable, isn't it? I was thinking it might be worth trapping it in a web farm or something, but a GCS would be less dangerous and more

It's not valuable, but it does result in fireproof clothing. Your dwarves will still die of course, but a pristine suit will be left behind.

That's demon silk. FB silk burns just fine.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on March 15, 2016, 05:51:23 pm

Ouote from: TheFlame52 on March 15, 2016, 03:46:38 pm

Quote from: MDFification on March 15, 2016, 10:51:40 am

Quote from: Deus Asmoth on March 12, 2016, 07:56:01 pm

Forgotten beast silk is the least valuable, isn't it? I was thinking it might be worth trapping it in a web farm or something, but a GCS would be less dangerous and more

It's not valuable, but it does result in fireproof clothing. Your dwarves will still die of course, but a pristine suit will be left behind.

That's demon silk. FB silk burns just fine.

Of course the dwarf fortress community knows exactly what fibres do and do not save money on replacing clothes after the occupants have been immolated...

Anyway. Had another crash (I think it's something to do with combat), but I started getting the bolts to work. Meaning that we had two

dwarves with bolts out of 20 who should have. Still, it's a start. I'll keep fiddling, see what I can do.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on March 15, 2016, 07:14:32 pm

All the guys who were supposed to had them when I was playing. Though I did increase the size of the squad, so that might have something to do with it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on March 29, 2016, 10:29:21 am

been 2 weeks, anything to report?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on March 30, 2016, 10:57:01 pm

Quote from: Blitzgamer on March 29, 2016, 10:29:21 am

been 2 weeks, anything to report?

Got sick, got better, got sick again only worse this time. Haven't gotten much further ingame but bugs seemed to be worked-around. Since this turn has taken far too long, I'm going to upload the save by the end of Sunday this week, whether I've finished the year or not. This has been one of those "turns from hell" for me, sadly...and it's not anything in the actual game.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on April 01, 2016, 07:05:44 pm

In that case, the save will pass to PyroTechno, assuming he still lives. From a realistic standpoint, the next player is more plausibly Deus Asmoth.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on April 02, 2016, 06:09:16 am

You know what? Go ahead and slot me in again at the end of the list. This is way more fun than the last one.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on April 02, 2016, 07:45:31 pm

Ok, let's finish this off....Part one!

So we're in autumn, and the game's running slow. So most of the time I'm running it in the background....it takes about a week for a copper mechanism to get fitted to the Spike Room, so I'm swapping to rock ones for the rest of 'em unless I run out of time anyway. This is about 10 times faster...if I can keep making them fast enough (which is why I swapped to copper earlier: I could make more of them). The other traps in the airlock are being built nice and steadily. I think it might well be ready in time.

I have a great respect for the Giant Echinda that got attacked by the titan while I was off assembling traps in Summer. A month or two later, it's still not dead. Neither is the titan. I think the titan will win eventually (the echidna is not in good shape at all), but it's taken some damage at least. I think our best bet is to hope for a siege to clear it out...or weaken it further. This thing is easily a match for any military force we could throw at it.

I've reassigned more people to the militia. Our mace squad is back up to full strength, but very under-trained. I've revised the schedules to alternate training so we can get more done...with 5 squads (4 at full strength) at our current (low) population we really can't have any squads on 100% training, or on constant training. I'm also making more armor and bolts, and some new maces just in case.

Other than that....more tombs....some labour changes to get our farms running again, and I've set up war-training for some more animals, including another bear. We have a bobcat somewhere, which I'm having trained. When that's done, it can become a war animal. Also I'm setting up a mass slaughter of surplus animals.

Our current population is 96, with 20 children and infants.

Edit: Caravan! No wagons because I had the bridges set to work on the depot. Cancelled the work, set the bridges for full trading. The titan is distracted enough to risk it. Also a child got a strange mood.

Not much to trade for, but a kobold showed up at the prospect of loot, took one look at the place, then ran off. Honestly I don't blame

-----Edit2: Caravan left! Sort of. I think one of them fell in the moat, and one of their horses somehow climbed the wall and got stuck. Then they decided to go via that bit of the map with the titan. Two guards dead already....just getting pushed by this thing is enough to collapse skulls and burst limbs. Artefact was a slate harp. Spikes progressing reasonably. Slight slowdown due to stockpile locations. Tombs going well, but out of doors. Expanding trade depot area.

-----Edit3: (Several hours of real time later)

.....Down to the last few spikes. Titan has killed the echidna. Well into winter now....but the cavern entrance will be finished....and I'm pretty sure at my current FPS I've got enough time to finish the year. Jolly good!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on April 03, 2016, 02:57:28 am

Final update part 2:

On the 15th of Opal, the spikes were finally connected.

Unfortunately, our resident undead FB decided to hang around just outside the entrance. Thus, I may not be able to actually connect it to the cavern. Still: the upper airlock is functional.

Here's the levers and undead FB circled. Check notes to see what lever does what. That FB is fast from what I've seen of it. I don't think a miner is gonna outrun it.

A raven thrall turned up and was causing some trouble, but one of the militia axed nicely and it went away.

.....Rather than brave the undead forgotten beasts, I've elected to extend the trade depot tower a bit more before the end of my turn. It'll be lovely and pleasant.

Some time later

And indeed, it was. I've mostly completed a new tower (roof/next floor is ordered, not completed). All is secure, the gates are locked up.....

And here's the turn: Dropbox (https://dl.dropboxusercontent.com/u/4915761/MurderfloodEndTurnWhatever.zip)

Points of interest for future overseers:

- -The lake has a titan in it. Keep an eye on said titan, it is more than capable of wiping out the military.
- -The caves are full of death and pain. Airlock is ready to deal with that.....but an undead FB is too close for it to be cut through to the cave yet.
- -New tower on the main entrance. I've closed the bridges: Levers in the main above-ground buildings handle them. Check the notes screen
- -Military is full-strength, but has serious skill and equipment issues. Don't send them into battle yet.
- -Military training is rotating, two months of training, one month off. It's working really well.
- -Watch for raven thralls. Also camels. The camel thralls are not funny.
- -Do NOT colonise the lake
- -Hospital well has some problems. Might be worth trying to pump water over?

And that is all. Sorry for the super-long turn. Hasn't been a good few weeks for me.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on April 03, 2016, 06:15:02 am

May be able to dig a small shaft up and then to the wall nearest the titan, then smooth and carve fortifications, and distract it with a dwarf there, while another couple miners open the trap cave. Do undead titans retain their special attacks? And if so what did this one have?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on April 03, 2016, 06:53:38 am

Quote from: Triaxx2 on April 03, 2016, 06:15:02 am

May be able to dig a small shaft up and then to the wall nearest the titan, then smooth and carve fortifications, and distract it with a dwarf there, while another couple miners open the trap cave. Do undead titans retain their special attacks? And if so what did this one have?

Deadly spittle I think. So...poison of some sort. But it's an undead (organic, I think) FB in fairly good condition....the poison is secondary to being a trap-avoiding, building-smashing thing that rips you apart.

Although I might be confusing it with a live FB that turned up shortly before the end of the year. I ignored that one because it'll just get ripped apart eventually anyway. One of the two had no special attack, the other had deadly spittle. Both of them looked fairly nasty.

Oh, and I forgot for that last update....I gave tombs to almost all the special named dwarves. Including the original Triaxx! Who is still Mysteriously Vanished, but his tomb says it's his last resting place so who am I to argue? They're not too fancy, but people can improve them if they want. By default most peeps (including McKiwi) get a slate or granite coffin, a cabinet or chest, and two silver statues from the mountain of them we apparently had sitting in storage.

Also I may have accidentally looted the dwarven caravan when I dismantled the old trade depot for renovations. Not sure how we'd get quite so many minecarts otherwise.

....I also added a saguaro wood column to Sir Humphrey's final resting place. It's what he would have wanted.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on April 04, 2016, 08:45:37 pm

Alright, it's my turn. I'll try to continue with what we've been doing.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on April 05, 2016, 04:56:56 am

Nice to see we're progressing. Also nice that you put up that rotating military training system, McKiwi. The more people we have with military training, the better.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: TheFlame52 on April 05, 2016, 02:11:06 pm

I removed the civilian command and nobody's getting killed, but more importantly things have stopped spamming interruptions. Otherwise, nothing interesting is happening an I'm going to just let the game run until it does.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on April 05, 2016, 03:56:25 pm

Quote from: TheFlame52 on April 05, 2016, 02:11:06 pm

I removed the civilian command and nobody's getting killed, but more importantly things have stopped spamming interruptions. Otherwise, nothing interesting is happening an I'm going to just let the game run until it does.

Yeah, if you open any of the outer bridges you'll want to turn on the alert....they keep trying to collect forbidden items, then cancelling when they get there. This results in two things:

1: Nothing gets done

2: People get bashed by titans/thralls/etc.

it's even worse with the militia

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on April 06, 2016, 02:32:43 pm

Pretty much nothing is happening.

### A elven caravan from Alu Inó has arrived.

```
The Elf Merchant bites The Desert Titan in the lower body, fracturing it!
The Elf Merchant latches on firmly!
The Desert Titan breaks the grip of The Elf Merchant's upper front teeth
on The Desert Titan's lower body.
The Desert Titan attacks The Elf Merchant but He jumps away!
The Elf Merchant is caught up in the web!
The Elf Merchant is caught up in the web!
The Elf Merchant is caught up in the web!
The Elf Merchant is caught up in the web!
The Elf Merchant is caught up in the web!
```

Good fucking luck, buddy!

The dwarves of The Channels of Melting now know a few facts about grizzly bear training.

This happened.

A elven diplomat from Alu Inó has arrived.

Go get 'em, boy!

```
The Desert Titan pushes The diplomat in the head and the injured part explodes into gore!
An artery has been opened by the attack!
The diplomat is propelled away by the force of the blow!
The diplomat's right lower leg skids along the ground, bruising the muscle through the ({long hemp plant fiber skirt})!
The diplomat slams into an obstacle!
```

And then things were calm again for a while.

...

```
The Brush Titan Lorsith has come! A huge blob composed of water. It has wings and it has a regal bearing. Beware its deadly spittle!

Press Enter to close window
```

Oh, another titan. Well, they can fight it out. WAIT IT HAS WINGS IT'LL COME FOR US! MARKSDWARVES!

Those marksdwarves were the only ones able to make it in time. May Armok have mercy.

```
The Recruit blocks The flying Lorsith's brush titan extract with the (wiron shield»)!

The Brush Titan breathes a glob of Lorsith's brush titan extract!

The Recruit blocks The flying Lorsith's brush titan extract with the (wiron shield»)!

The Brush Titan breathes a glob of Lorsith's brush titan extract!

The flying (*copper bolt*) strikes The Brush Titan in the left wing, breaking away half of the tissue!

The Brush Titan strikes at The Recruit but the shot is blocked with the (wiron shield»)!

The flying (*copper bolt*) strikes The Brush Titan in the body, breaking away half of the tissue!

The Brush Titan breathes a glob of Lorsith's brush titan extract!

The Recruit blocks The flying Lorsith's brush titan extract with the (wiron shield»)!

*The flying (*copper bolt*) strikes The Brush Titan in the body, breaking away the rest of the tissue!
```

Never mind. The slayer was none other than our own Urist Mckiwi.

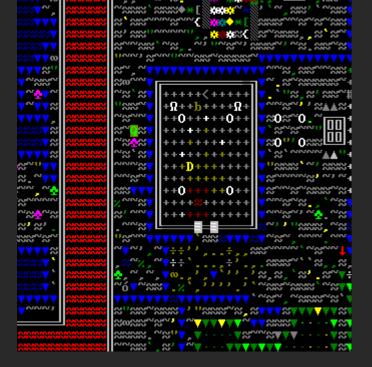
AND THEN NOTHING HAPPENED FOR ANOTHER MONTH

- I've had the furnace operators making all the steel they can.
- I built my dwarf a little tower over the forges so she doesn't have to go far for drinks and such.
- I also have my dwarf making copper bolts for the marksdwarves.

Luckily I was poking at the game at the time, because I saw this:

```
Rith Iklistérith, Lye Maker cancels Store Item in Stockpile: Interrupted
by Desert Titan.
```

The titan got in through all those little canals! Why do we even have those!? WHO IS RESPONSIBLE FOR THIS?



### **EVERYONE KILL IT**

```
The flying (=copper bolt=) strikes The Desert Titan in the left rear leg, fracturing it!

Urist McKiwi' Lertethiden, Knight of Cactus: I have a part in this. There is no need to feel vengeful.

The flying (=copper bolt=) strikes The Desert Titan in the left rear foot, chipping it!

The (Ecopper bolt=) has lodged firmly in the wound!

The Desert Titan strikes at The Knight of Cactus but the shot is blocked with the *copper shield*!

The Desert Titan pushes The Knight of Cactus in the right upper arm, brusing the muscle through the *woplar bear leather armor*!

The Desert Titan pushes The Knight of Cactus in the left cheek and the injured part collapses!

The Knight of Cactus is caught up in the web!

The Besert Titan pushes The Knight of Gactus in the mouth, but there is no force!

The Desert Titan pushes The Knight of Cactus in the right lover leg and the injured part explodes into gore!

The Rnight of Cactus gives in to pain.

The Desert Titan pushes The Knight of Cactus in the left upper leg and the injured part explodes into gore!

The Rnight of Cactus gives in to pain.

The Desert Titan pushes The Knight of Cactus in the left upper leg, but there is no force!

The Desert Titan pushes The Knight of Cactus in the right upper leg, but there is no force!

The Desert Titan pushes The Knight of Cactus in the lower body, bruising the muscle and bruising the guts through the *wenu leather leggings*!

The Knight of Cactus is propelled away by the force of the blow!

The Rnight of Cactus loses hold of the *steel crossbow*.

The Knight of Cactus loses hold of the *steel crossbow*.

The Knight of Cactus loses hold of the *steel crossbow*.

The Knight of Cactus loses hold of the *steel crossbow*.

The Knight of Cactus loses hold of the *steel crossbow*.

The Knight of Cactus loses hold of the *scoper shield*.

The Knight of Cactus loses hold of the *copper shield*.

The Knight of Cactus loses hold of the *copper shield*.

The Knight of Cactus loses hold of the *copper shield*.

The Knight of Cactus loses hold of the *co
```

The titan weaves in and out of the canals, confusing the military. First on the scene is none other than our home-grown titanslayer, McKiwi. He does a bit of damage, but doesn't fare well. He is thrown into the canal by a body blow, where he strangely does *not* drown.



Traveller engages it next, scores a few hits but is webbed and chucked into the canal alongside McKiwi. More dwarves arrive. Several marksdwarves pelt the beast with bolts. A teamster dies. A crippled elite marksdwarf is struck in the neck. The titan continues to pound the mortally wounded dwarf while webbing the battlefield. More dwarves close in. Tosid the macelord has his leg broken in six places. The beast picks another target, a marksdwarf, throwing him backwards repeatedly. The beast is surrounded now. A brave macedwarf puts herself between the titan and the marksdwarf. The titan is surrounded now. Blunt weapons bounce away, but bolts and axes bite deep. Asmoth deals the final blow, cutting the beast in half with her sword.

# Casualties:

Tulon Daroslitast, Teamster has been found dead. Bomrek Ebalgeshud, Elite Marksdwarf has been found dead. 3 wounded

```
`Asmoth' Rigòthvesh Bithsêstmishthem Zan,
Noble(?) has bestowed the name Duthnurdèg
Alaktumam upon a steel short sword!
Press Enter to close window
```

Asmoth names her sword soon after. I think I'll floor over those canals.

```
A human diplomat from Usmenbehal has arrived.
A human caravan from Usmenbehal has arrived.
```

I open the gate just in tome for the humans to arrive. They see a scary bird and leave a wagon behind. The law-giver just talks to the mayor, tells us everything is the same, and leaves. Well then.

While designating all the goblin crap for melting and dumping, I discovered an alarming amount of dwarves are wearing goblin armor or worse, elven. This will be rectified.

Is our nation dead? Where are all the migrants? Also, with so many in the military, almost nothing gets done without a Do Task Now on it. Dwarves will prefer to do individual combat training over civilian jobs. General lack of skilled workers/quality labor, blah blah blah.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Zuglarkun on April 06, 2016, 06:20:59 pm

Awesome updates!

Checking out McKiwi's save...

Seems like far too many dwarves for my liking don't have any sort of hauling labors enabled, for whatever reason. We have 5 farmers and one cook, and all but one of our farmers are in the military. I've tested on Mckiwi's save, and here's what you can do to free up labor. We don't have much dwarfpower, so every little bit helps.

Go to the military screen menu and set the train minimum orders to "2 minimum" or fewer. You can also set less training schedules (1 month of training, 2 months off). In fact, I would remove the empty quivers and the order of cactus from the training schedule altogether, their crossbow proficiency don't benefit much from training in a barracks anyway, unless you want them to be acceptable melee combatants.

In fact, if you need jobs done urgently, just unassign the zinc weaponrack from being used as a barracks, and set the training alert off.

EDIT: Also now that active world gen is a thing, I'm seeing new sites pop up all over the historical maps. For instance, we are now properly marked on the world map now. I'll post pics later when I have the time.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on April 06, 2016, 07:17:12 pm

Gotcha. Another update tomorrow. Vile things have occurred. One miner died.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on April 06, 2016, 07:26:12 pm

Two titans slain by ned dwarves, not bad.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on April 06, 2016, 07:57:17 pm

...did you blow up my legs?

\*checks\*

You did! You utter monster! I liked those legs!

....still that's pretty good for a push attack from that thing. It must have had serious body mass, because while most of its actual attacks were harmless, every time it pushed things during my turn....they exploded.

And yeah I turned off a lot of hauling stuff because of job cancellation loops....I needed those people building spikes

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on April 07, 2016, 03:31:09 am

Eh.. canals? Someone built a canal? What is a canal? I just built that temple on that little conveniently square-sized island we have, don't know anything else about it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on April 07, 2016, 06:21:46 am

I was intending to, but never got around to filling in those canals. I was busy doing other things. And slowly being driven mad by no seed notifications.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on April 07, 2016, 09:59:18 am

ugh, what was I thinking, leaving the kitchen to go fight a giant monster?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on April 07, 2016, 03:07:24 pm

Quote from: Urist McKiwi on April 06, 2016, 07:57:17 pm

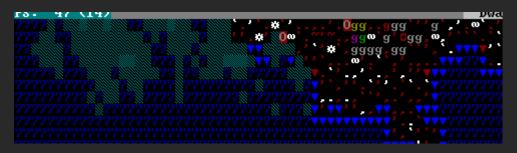
...did you blow up my legs?

You did! You utter monster! I *liked* those legs!

That wasn't my fault! Blame whoever left those canals there! And you made a full recovery!

A cloud of vile mist has drifted nearby!
A vile force of darkness has arrived!

### RIGHT NEXT TO EACH OTHER



SEE?

```
Snamoz, Troll vile mist husk
"Snamoz"
8
```

AND HORRIBLE UNDEAD MONSTROSITIES oh wait it just walked right off the map. Boring. Anyway, the military will arrive shortly.

```
Em, Troll

Azstrog, Troll

Båx, Troll

Ståsost, Troll

Ozud, Troll

Stoshûb, Troll

Dostngosp, Troll

Brstruk, Troll

Arstruk, Troll

Arstruk, Troll

Amxu, Troll

Song, Troll

Atu, Troll

Snang, Snangudu, Goblin Swordsman

Asno Ulsaukge, Goblin Hammerman

Snang Snangudu, Goblin Swordsman

Strodno Smunstuspamo, Goblin Spearman

Ngoso Ukoaslot, Goblin Spearman

Ngoso Ukoaslot, Goblin Spearman

Strodno Smunstuspamo, Goblin Maceman

Strodno Smunstuspamo, Goblin Maceman

Strodno Smunstuspamo, Goblin Maceman

Strodno Stuzazolak, Goblin Spearman

Tode Smuslanako, Goblin Hammerman

Amxu Osnunstestrak, Goblin Crossbowman

Dostngosp Ongongnako, Goblin Maceman

Strodno Stûlulolngö, Goblin Bowman

Snodub Zangusnang, Goblin Spearman

Dang Ostanor, Goblin Hammerman

Nguslu Bostebarstruk, Goblin Spearman

Estrur, Troll

Anxu, Troll

Anxu, Troll

Anxu, Troll

Anxu, Troll

Anxu, Troll

Anxu, Troll

Sozru, Troll

Anxu, Troll

Anxu, Troll

Sozru, Troll

Anxu, Troll

Anxu, Troll

Sozru, Troll

Anxu, Goblin Recruit

Ngouslu Strodnoolngö, Goblin Recruit

Nguslu Strodnoolngö, Goblin Recruit

Ngokang Osmzeamxu, Goblin Recruit

Ngokang Osmzeamxu, Goblin Recruit

Ngokang Osmzeamxu, Goblin Recruit

Stozu Osmöspmalduz, Goblin Recruit

Sonun Azstrogngorug, Goblin Recruit

Zolak Ngustûazstrog, Goblin Recruit

Zolak Ngustûazstrog, Goblin Recruit

Jone Gogaurar, Goblin Recruit

Jone Ogaurar, Goblin Recruit
```

This is the whole siege, minus a few trolls that were lost to the vile mist and a few recruits that were lost to the first charge. They all died soon after.

# AND THEN NOTHING HAPPENED FOR MONTHS

```
The Werelizard Kajeth Nifihapsong has come! A large lizard twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow blue. Its sepia scales are jagged and overlapping. Now you will know why you fear the night.

Press Enter to close window
```

And then a werelizard happened. First it happened to a brave miner.

```
The Werelizard bites The Miner in the left lower leg, bruising the fat through the Ewolf leather trousers!

The Werelizard latches on firmly!

The Miner strikes The Werelizard in the left upper arm with her (iron pick) and the severed part sails off in an arc!

Kogan Olonarak, Miner: Death... I am not upset by this.

The Werelizard scratches The Miner in the lower body, bruising the muscle and bruising the stomach through the Ewolf leather trousers!

The Miner strikes The Werelizard in the tail with her (iron pick) and the severed part sails off in an arc!

The Werelizard shakes The Miner around by the left lower leg, tearing apart the left lower leg's muscle and bruising the bone!

An artery in the left lower leg has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!

The Werelizard charges at The Miner!

The Werelizard collides with The Miner!

The Miner is knocked over and tumbles backward!

The Miner strikes The Werelizard in the upper body with her (iron pick), tearing the muscle and bruising the heart!

An artery has been opened by the attack!

The Werelizard kicks The Miner in the right lower arm with its left foot and the injured part explodes into gore!

An artery has been opened by the attack!

The Miner gives in to pain.
```

Things went downhill from there. After the miner died, two off-duty marksdwarves showed up and shot it. Then it bled to death because it had already lost an arm and a tail.

Edtûlarzes, "GrooveFPS: 99 (18)reen glass portal

This is a green glass portal. All craftsdwarfship is of the highest quality. It is encrusted with round granite cabochons, studded with silver, decorated with pear cut green glass gems and encircled with bands of single cut green glass gems and cave spider silk. This object menaces with spikes of green glass, slate and cow leather.

On the item is an image of Shem Helmpartnered the honey badger bone crown in red zircon.

On the item is an image of table cut gems in jute plant fiber.

A brewer made this thing.

Yeah, things have been pretty slow. Some zombie raven attacks, an ostrich husk killed two dwarves, we ran out of steel. At this rate it's going to take until the end of time to haul all this surface trash, even if the military is inactive and working, which it is. It's early winter.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on April 07, 2016, 05:35:55 pm

Honestly we should probably make a magma cannon just to destroy all the rubbish out there.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on April 07, 2016, 05:39:02 pm

Permission to use autodump?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: TheFlame52 on April 07, 2016, 06:45:42 pm

Remlerteth, "Dousedtangle", a oFPS: 100 (18)el bone statue of ingiz Hlmsh

This is a one-humped camel bone statue of ingiz Helmships. All craftsdwarfship is of the highest quality.

The item is a masterfully designed image of ingiz Helmships the dwarf and dwarves in one-humped camel bone by Libash Ardesathel. ingiz Helmships is surrounded by the dwarves. The artwork relates to the ascension of the dwarf ingiz Helmships to the position of queen of The Stirred Irons in 1.

It is encircled with bands of one-humped camel bone and oval microcline cabochons. This object is adorned with hanging rings of jet and menaces with spikes of cow leather, fire opal, spore tree and phyllite. On the item is an image of tower-caps in reindeer leather.

A kid got possessed and made this thing. It's pretty cool and also valuable so it goes in the dining hall.

THEN NOTHING FOR MONTHS

The Werebear Subi Oprazilta Aredsporro has come! A large bear twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow green. Its cinnamon hair is long and wavy. Now you will know why you fear the night.

=Press Enter to close window=

Found by none other than Mace Lord Stukos Flewwire the Cobalt Inferno of Whispering, who promptly ripped it a new one.

# FPS: 100 (17) Subi Oprazilta Aredsporro

A large bear twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow green. Its cinnamon hair is long and wavy. Now you will know why you fear the night.

Its third toe, left paw is mangled beyond recognition. Its first toe, right paw is mangled beyond recognition. Its first toe, left paw is mangled beyond recognition. Its left lower leg is cut open. Its left lower leg is bruised. Its right upper leg is cut open. Its right upper leg is bruised. Its left upper arm is broken. Its left upper arm is oozing werebear blood. Its left upper arm is bruised. Its right hand is broken. Its right hand is bruised. Its right lower arm is bruised. Its left hand is broken. Its left hand is bruised. Its right paw is broken. Its left hand is bruised. Its left lower arm is bruised. Its left lower arm is bruised. Its left lower arm is bruised. Its left upper leg is bruised. Its left upper leg is bruised. Its left upper leg is bruised. Its left paw is bruised. Its left upper leg is bruised. Its left paw is bruised. Its left right lung is bruised. Its upper body is bruised. Its left right lung is bruised. Its skull is fractured.

It is average in size. Its teeth is gone.

It is average in size. Its teeth is gone

Seriously, she's still doing it. Just kill it already.

Spring has arrived on the calendar.

AND WITH THAT, FOLKS, I LEAVE YOU. HAPPY FORTRESSING!

SAVE: http://dffd.bay12games.com/file.php?id=11921

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on April 07, 2016, 06:47:23 pm

Hmm. Between our periodic casualties and complete lack of migrants, we may be facing a long, slow extinction here. Lets try to take as much of the world with us as possible, aye?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on April 07, 2016, 07:14:03 pm

AND THEN NOTHING HAPPENED FOR MONTHS. DUN DUN DUN!

Damn, the action is really picking up here. Good job Flame!

Honestly I'll have to skip my turn. Kind of burnt out from work and DF, so put me at the back of the line. Let's keep things rolling here. Gwolfski?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on April 07, 2016, 08:04:18 pm

Aside from the whole "titan getting in through the canal" thing, this is the calmest succession turn I've ever played. The only thing that beats it is Doomforests.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on April 07, 2016, 09:25:26 pm

I hereby propose they be known as the 'Bleeping Canals'. Or possibly the 'Canals of Bleeping'. As in why do we have these Bleeping Canals. And: Why do we have Canals of Bleeping Lake water inside the fort anyway?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on April 08, 2016, 02:02:12 am

Move me down one (1) turn please, currently overseeing the strip

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on April 08, 2016, 05:55:06 am

WHY ARE THE BEARS ATTACKING? DO WE HAVE ENOUGH BEARS IN THE TEMPLE? WHY IS THE BEAR GOD ANGRY AT US?

Quote from: Gwolfski on April 08, 2016, 02:02:12 am

Move me down one (1) turn please, currently overseeing the strip

So that would mean I'm next? ... Excellent.

I won't be able to do much during this weekend though, I have some school stuff to do. But after that, I should have enough time to get through a year.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on April 08, 2016, 04:02:34 pm

Quote from: Triaxx2 on April 07, 2016, 09:25:26 pm

I hereby propose they be known as the 'Bleeping Canals'. Or possibly the 'Canals of Bleeping'. As in why do we have these Bleeping Canals. And: Why do we have Canals of Bleeping Lake water inside the fort anyway?

Not anymore, they're covered now.

Also, gimme another turn!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on April 08, 2016, 05:16:41 pm

The turn order has been updated very hastily.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on April 08, 2016, 05:21:08 pm

You forgot my username and it was right there, three lines up

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on April 09, 2016, 05:07:48 am

Also in terms of "Why are there canals?", they're there for the wells in the old and new hospitals (note: new hospital well didn't actually work as of my turn). Why they were done like that.....I dunno. It was made between my two turns.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on April 09, 2016, 05:59:04 am

Don't bother flooring over the canals, just dump a minecartful of magma over the opening. As for how to procure a minecart full of magma... Someone can figure it out, that's what I made the pumpstacks for anyway.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on April 09, 2016, 06:22:00 am

Step 1: Locate Canal Crafter's Dwarf.

Step 2: Minecart route in magma.

Step 3: Minecart route to dump stop into canal.

Step 6: Profit.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on April 09, 2016, 05:52:37 pm

So who's next on the list?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on April 09, 2016, 05:55:57 pm

Quote from: Vuohijumala on April 08, 2016, 05:55:06 am

So that would mean I'm next? ... Excellent.

I won't be able to do much during this weekend though, I have some school stuff to do. But after that, I should have enough time to get through a year.

This guy right here.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Urist McKiwi on April 11, 2016, 12:37:50 am

Quote from: Zuglarkun on April 09, 2016, 05:59:04 am

Don't bother flooring over the canals, just dump a minecartful of magma over the opening. As for how to procure a minecart full of magma... Someone can figure it out, that's

what I made the pumpstacks for anyway.

Honestly, it doesn't even need *that*. Just build a pump on the dike right above the canal and pump a little lava out and over the top of it. Sure, it'll leave some lava around for a little while but that's something we can *theoretically* not kill the fort with.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on April 11, 2016, 02:00:16 am

I think we could manage to kill the fort with that.

. Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on April 11, 2016, 05:04:58 am

I tried pumping out the water from the canal on my previous turn to get someone build a grate there, and it ended up drowning a baby. I'm not sure if I want to mess with magma too much.

I've played a bit, but the FPS is horrible. It's going to take a while. Btw, what was the idea of the cavern airlock-thing? We had a little showdown where the FB corpse was hanging around. Now we have two of them. Luckily, the other one seems to stay dead.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Urist McKiwi on April 11, 2016, 06:03:24 am

Quote from: Vuohijumala on April 11, 2016, 05:04:58 am

I tried pumping out the water from the canal on my previous turn to get someone build a grate there, and it ended up drowning a baby. I'm not sure if I want to mess with magma too much.

I've played a bit, but the FPS is horrible. It's going to take a while. Btw, what was the idea of the cavern airlock-thing? We had a little showdown where the FB corpse was hanging around. Now we have two of them. Luckily, the other one seems to stay dead.

The idea was:

1. Build big room with lots of spikes [check!]

1A. Station strategic dog, duck and kitten reserve in place [did some of this!]

- 2. Wait for the FBs/undead to move away [...not check. They moved closer instead]
- 3. Send brave miner to dig through into cavern.
- 4. Close bridges behind miner and in front of undead FBs before they rip said miner to pieces [this is hard]
- 5. Use strategic dog and kitten reserve to lure in undead while keeping the inner bridges closed.
- 6. Put spike lever on repeat and go and have lunch or whatever.

(All levers are noted, so you can see what they all do. They're on the same Z-level as the room itself. The mechanisms for the bridges are fairly low quality, so they take a while to actuate)

Whether it'd work or not....dunno. Really, I didn't use enough spikes and made the room too big. But if things move away from the would-be cavern entrance.....it might be worth completing it and trying it out. Just don't let things actually get into the fort. Those undead are nasty.

Edit: Oh. And the way the caverns undead are working: If something dies *under the lake* it will come back as a zombie sooner or later. If it dies under the land, it's not in an evil biome, so it won't rise from the dead (this is why the airlock is actually viable in theory...rekilling things in there should stop them reanimating).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on April 11, 2016, 06:05:48 am

I've managed to kill a fort with water. It's not hard.

The airlocks are intended to kill FB corpses. The problem is opening the wall so the corpse can get in, without getting dwarves murdered in the attempt.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Imic on April 11, 2016, 06:18:14 am

For the fps...

Order all the crap in the fort to be put in a rubbish bin.

Beneath an atom smasher.

Of course, if you got all of the crap, there wouldn't be a fort left.

This place is that... Crap.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on April 11, 2016, 09:21:42 am

Seal exactly one miner in there before giving the order. If he doesnt flee , at least the fortress is safe. Alternate idea: Put fourty war animals in there to take the hits while the miner escapes...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: TheFlame52 on April 11, 2016, 02:01:13 pm

Quote from: Vuohijumala on April 11, 2016, 05:04:58 am

I tried pumping out the water from the canal on my previous turn to get someone build a grate there, and it ended up drowning a baby. I'm not sure if I want to mess with magma too much.

Oh yeah! I saw that dead baby!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on April 11, 2016, 03:36:17 pm

Quote from: TheFlame52 on April 11, 2016, 02:01:13 pm

Quote from: Vuohijumala on April 11, 2016, 05:04:58 am

I tried pumping out the water from the canal on my previous turn to get someone build a grate there, and it ended up drowning a baby. I'm not sure if I want to mess with magma too much.

Oh yeah! I saw that dead baby!

Welcome to Murderflood! Come meet our dead baby! Five bucks to see him, ten bucks to pet him!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Urist McKiwi on April 12, 2016, 01:53:24 am

Quote from: Taupe on April 11, 2016, 03:36:17 pm

Quote from: TheFlame52 on April 11, 2016, 02:01:13 pm

Quote from: Vuohijumala on April 11, 2016, 05:04:58 am

I tried pumping out the water from the canal on my previous turn to get someone build a grate there, and it ended up drowning a baby. I'm not sure if I want to mess with magma too much.

Oh yeah! I saw that dead baby!

Welcome to Murderflood! Come meet our dead baby! Five bucks to see him, ten bucks to pet him!

Eh, can't really charge money when it's inaccessible.

Oh yeah. I just remembered: I ordered some fancy coins made. Just for the fun of it. Didn't get to look at them to see what's on them.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on April 12, 2016, 03:52:45 am

Quote from: Urist McKiwi on April 12, 2016, 01:53:24 am

<u>Quote from: Taupe on April 11, 2016, 03:36:17 pm</u> <u>Quote from: TheFlame52 on April 11, 2016, 02:01:13 pm</u>

Quote from: Vuohijumala on April 11, 2016, 05:04:58 am

I tried pumping out the water from the canal on my previous turn to get someone build a grate there, and it ended up drowning a baby. I'm not sure if I want to mess with magma too much.

Oh yeah! I saw that dead baby!

Welcome to Murderflood! Come meet our dead baby! Five bucks to see him, ten bucks to pet him!

Eh, can't really charge money when it's inaccessible.

Oh yeah. I just remembered: I ordered some fancy coins made. Just for the fun of it. Didn't get to look at them to see what's on them.

Well, at least you can take a look at the baby. The temple roof offers a nice and clear vision to the depths of the canal where his skeletal remains are. So, five bucks to see him, and ten bucks.. to feed him with a coin?

### Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **April 12, 2016, 09:05:38 am** 

Oh wow this is almost like a real economy...

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on April 12, 2016, 02:39:29 pm

I saw those coins. You want to know who made them? ME, FLAME.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on April 16, 2016, 11:32:52 am

Progress check. On a scale of one to making progress, how much progress is being made?

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on April 16, 2016, 04:43:42 pm

Just finished spring. Sorry for the delay, I've been surprisingly busy in RL. I'm going to write an update tomorrow at some point. It's been quite uneventful, except for one of our glaziers who is now missing his head.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on April 16, 2016, 09:35:49 pm

# Quote from: Vuohijumala on April 16, 2016, 04:43:42 pm

Just finished spring. Sorry for the delay, I've been surprisingly busy in RL. I'm going to write an update tomorrow at some point. It's been quite uneventful, except for one of our glaziers who is now missing his head.

Is he... is he ok?

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on April 17, 2016, 05:51:54 am

Quote from: Taupe on April 16, 2016, 09:35:49 pm

Quote from: Vuohijumala on April 16, 2016, 04:43:42 pm

Just finished spring. Sorry for the delay, I've been surprisingly busy in RL. I'm going to write an update tomorrow at some point. It's been quite uneventful, except for one of our glaziers who is now missing his head.

Is he... is he ok?

Yeah, I think he's much better now. Doesn't have a need to overly worry about things anymore.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on April 17, 2016, 07:36:44 pm

At the secret meeting of past overseers:

Vuohiparta: "A WEREBEAR ATTACKING US? AGAIN?? ARE YOU SURE?"

Flame III: "Yes, Stukos has been bashing it with a mace for a while now"

Vuohiparta: "But how?! What have we done wrong?? We even built a temple for the bears!"

Taupe: "Dunno. Gwoflski, you're next on the overseer list. Are you ready to take on the challenge?"

Gwolfski: "Uh, may I pass it this time? Let this fellow handle this for now."

Gwolfski points at Vuohiparta.

Gwolski: "He's the one managing the bear cult and all. I think it's him who should try to get on with the bears. I'll do my best to clean up the mess afterwards"

Taupe: "Fine, that sounds reasonable. Vuohiparta, the bear is all yours, along with the responsibility of all consequences we might face because of this attack. Good luck, and don't get yourself killed!"

Vuohiparta: "But.."

Gwolfski: "Sorry, mate."

# Spring update

Vuohiparta's Overseer Diary Murderflood 211

#### 1st of Granite

So, I am yet again in charge of Murderflood. And at the very first day of my second year as an overseer, I am to face my failures. A werebear has indeed attacked our fortress, even though I tried to do my best to appease the Bear God during my first period as an overseer. Why are we facing His wrath now?

We'll have to come back to that later, as Stukos, one of our most talented macedwarves, is fighting the beast. Alone.

Others from his squad arrive at the scene, only to find a dead werebear and a gem setter. Shift done! Spoiler: The Bear Incident of 211 (click to show/hide)

strikes at The Mace Lord but the shot is blocked with Tizöt The Mace Lord bashes The Werebear in the lower body with her \*silver mace\*, bruising the muscle and bruising the guts! The Mace Lord bashes The Werebear in the left paw with her \*silver mace\*, bruising the muscle! The Marehear misses the nace Lord?
The Mace Lord punches The Werebear in the left lower arm with her right hand, bruising the bone?
The Werebear strikes at The Mace Lord but the shot is blocked with Tizöt The Werebear attacks The Mace Lord but She jumps away?
The Mace Lord collapses and falls to the ground from over-exertion.
The Mace Lord punches The Werebear in the left lower leg with her right hand, bruising the bone?
The Werebear strikes at The Mace Lord but the shot is blocked with Tizöt ਹਲ ~ Xਲ ₀ ~ 2 / ~ਲ NOWN N 2 CON A A A A A A A A A The Mace Lord bashes The Werebear in the lower body with her \*silver mace\*, bruising the muscle and bruising the guts! 2000 20020 AND VII) >> < < > The Mace Lord bashes The Werebear in the left upper leg with her \*silver mace\*, chipping the bone! The Mace Lord bashes The Werebear in the left lower leg with her \*silver mace\*, bruising the muscle! The Mace Lord bashes The Werebear in the lower body with her \*silver mace\*, bruising the muscle and bruising the guts!
The Mace Lord bashes The Werebear in the upper body with her \*silver Stukos Giginshorast Letmosduthtish Iklist, Gem Se "Stukos Plewwire the Cobalt Inferno of Whispering" mace\*, bruising the muscle! Meban!
The Werebear strikes at The Mace Lord but the shot is blocked!
The Mace Lord bashes The Werebear in the right upper arm with her \*silver mace\*, chipping the bone!
The Werebear strikes at The Mace Lord but the shot is blocked with Tizöt upper body lower body Over-Exerted neck head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left fower leg
right foot The Merehear strikes at The Mace Lord but the shot is blocked?

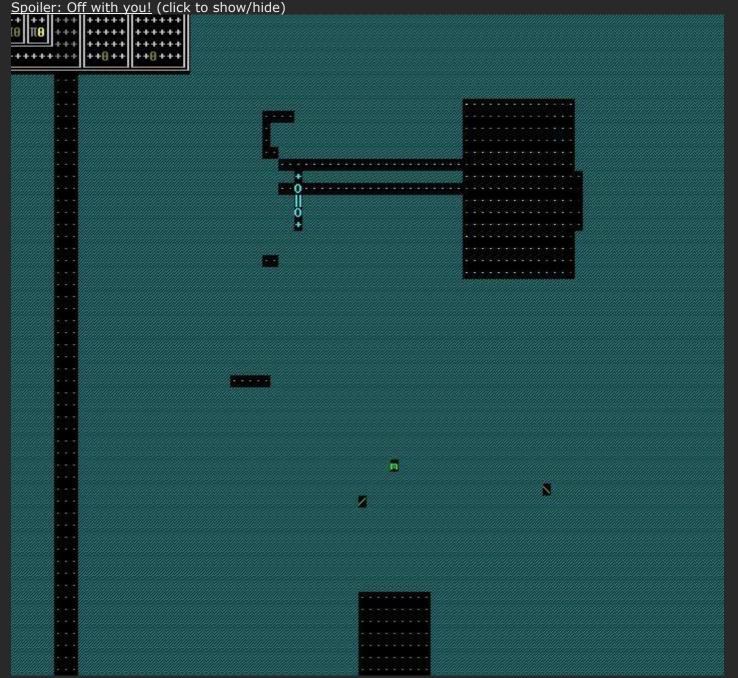
The Mace Lord bashes The Werebear in the right lower arm with her \*silver mace\* and the injured part is crushed?

An artery has been opened by the attack! the shot is blocked with Tizöt The Mace Lord bashes The Werebear in the head with her \*silver mace\* and the injured part explodes into gore!
An artery has been opened by the attack!
Stukos Giginshorast Letmosduthtish Iklist, Gem Setter: Can it all end so quickly? This does not scare me.

Stukos has run out of breath, but otherwise she seems to have survived the encounter without a single scratch. This is most fortunate. Perhaps it was just a mere warning from the Divine Björn to get us abandon our false ways before a greater doom befalls us. Maybe I should take a look at the temple..

# 3rd

More wildlife encounters. This time, three mantisperson were wound climbing the wall of Asmoth's tower. They appear harmless, but our people are afraid of them. I order our marksdwarves to shoot the bloody things down.

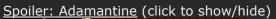


Unfortunately, our anti-air capabilities are quite unadequate. No-one managed to score a single hit, so the idea was abandoned. The creatures scattered though, so they are no longer interrupting work. We even managed to catch one somehow. No-one is quite sure what to do with him, though.

#### 4th

Another bear containment area is built, just in case. It is right underneath the temple. Some other arrangements in the temple area are also to be done.

Spoiler: Now we need a werebear (click to show/hide)





Some adamantine had also been left unmined. This is what we could safely extract for now. There's more down the spire, but no-one really knows what might lurk beyond the depths of earth..

### 6th

The temple is now cleared of all random animals littering up the place. I should have known better and ordered all the animals out before handing over overseership to others. Also, all our Sacred Bears were nowhere to be found upon inspecting the place. They should've been in the temple all along! I can now understand why the Omnipotent Ursus sent us another werebear. This kind of negligence just isn't tolerable.

<u>Spoiler: That blood is for the Bear God</u> (click to show/hide)



A barn owl is fiercely guarding a nest box someone had placed in the corner. She refuses to leave the place, as she has laid some eggs already. Fine, you can stay for now. The canals have also been floored, which is something we have to accept for now..

# 10th

The earth shook near the first cavern layer. A new beast had entered the undead-festered caverns! Spoiler: Behold, it's Conibopelese, the Coastal Sucker! (click to show/hide)



More dwarves gathered around the small holes in the cavern walls and peeked upon the fight of two colossal creatures. An undead sauropod vs. a giant armadillo!

Spoiler: He lived to his name (click to show/hide)

```
The On Gostatemxa Stosposnusm's corpse grabs The Forgotten Beast by the left rear foot with its right rear leg! The On Gostatemxa Stosposnusm's corpse breaks the grip of The Forgotten Beast's teeth on The On Gostatemxa Stosposnusm's corpse's head. The Forgotten Beast is caught in a cloud of The Coastal Sucker's
 nught in a cloud of The Coastal Sucker's
 The Forgotten Beast attacks The On Gostatemxa Stosposnusm's corpse but It
 scrambles away!
 in a cloud of The Coastal Sucker'
 The On Gostatemxa Stosposnusm's corpse grabs The Forgotten Beast by the right front foot with its left front leg!

The Forgotten Beast bites The On Gostatemxa Stosposnusm's corpse in the right rear leg, tearing the scale!

The Forgotten Beast latches on firmly!

The On Gostatemxa Stosposnusm's corpse breaks the grip of The Forgotten Beast's teeth on The On Gostatemxa Stosposnusm's corpse's right rear leg.

The Forgotten Beast is caught in a cloud of The Coastal Sucker's
 The On Gostatemxa Stosposnusm's corpse grabs The Forgotten Beast by the head with its right front leg, but the attack glances away!

Conibopelese, Forgotten Beast is no longer enraged.

The On Gostatemxa Stosposnusm's corpse kicks The Forgotten Beast in the right front foot with its left front foot and the injured part explodes
 into gore!
 An artery has been opened by the attack!
The On Gostatemxa Stosposnusm's corpse kicks The Forgotten Beast in the right front leg with its right rear foot, bruising the muscle!
The On Gostatemxa Stosposnusm's corpse kicks The Forgotten Beast in the right rear foot with its left front foot and the injured part collapses into a lump of gore!
right rear foot with 100 into a lump of gore!

An artery has been opened by the attack!

The Forgotten Beast slams into an obstacle!

The Forgotten Beast's left rear leg takes the full force of the impact, bruising the muscle!

The On Gostatemxa Stosposnusm's corpse grabs The Forgotten Beast by the second toe, left rear foot with its right rear leg!

The On Gostatemxa Stosposnusm's corpse releases the grip of The On Gostatemxa Stosposnusm's corpse releases the grip of The On Gostatemxa Stosposnusm's corpse grabs The Forgotten Beast's second toe, left rear foot.

The On Gostatemxa Stosposnusm's corpse grabs The Forgotten Beast by the fourth toe, left front foot with its left rear leg!

The On Gostatemxa Stosposnusm's corpse releases the grip of The On Gostatemxa Stosposnusm's corpse releases the grip of The On
 The On Gostatemxa Stosposnusm's corpse releases the grip of The On
Gostatemxa Stosposnusm's corpse's left rear leg on The Forgotten Beast's
fourth toe, left front foot.
 The On Gostatemxa Stosposnusm's corpse kicks The Forgotten Beast in the left front foot with its left front foot and the injured part explodes
 into gore!
 into gore!
An artery has been opened by the attack!
The On Gostatemxa Stosposnusm's corpse kicks The Forgotten Beast in the right rear leg with its left front foot, fracturing the bone!
The On Gostatemxa Stosposnusm's corpse kicks The Forgotten Beast in the right front leg with its right rear foot, fracturing the bone!
The On Gostatemxa Stosposnusm's corpse kicks The Forgotten Beast in the neck with its right rear foot and the injured part is smashed into the body, an unrecognizable mass!
An artery has been opened by the attack!
The On Gostatemxa Stosposnusm's corpse kicks The Forgotten Beast in the left rear foot with its right rear foot and the injured part explodes into gore!
 into gore!
An artery has been opened by the attack!
The On Gostatemxa Stosposnusm's corpse grabs The Forgotten Beast by the first toe, left front foot with its right rear leg!
The On Gostatemxa Stosposnusm's corpse releases the grip of The On Gostatemxa Stosposnusm's corpse 's right rear leg on The Forgotten Beast's first toe, left front foot.
The On Gostatemxa Stosposnusm's corpse grabs The Forgotten Beast by the second toe, right rear foot with its left front leg!
The On Gostatemxa Stosposnusm's corpse releases the grip of The On Gostatemxa Stosposnusm's corpse releases the grip of The On Gostatemxa Stosposnusm's corpse grabs The Forgotten Beast's second toe, right rear foot.
The On Gostatemxa Stosposnusm's corpse grabs The Forgotten Beast by the throat with its right front leg!
The On Gostatemxa Stosposnusm's corpse places a chokehold on The Forgotten Beast's throat with The On Gostatemxa Stosposnusm's corpse's right front leg!
 into gore!
 right front leg!
```

Such a dissappointment. The armadillo just spew some dust around him. The sauropod mauled and choked the creature in less than a minute. Well, back to work then. I am explained the idea of the airlock. It is supposed to help us get rid of the undead in the caverns. That undead sauropod really scares me off. I wouldn't want to let it anywhere near our fortress. Nevertheless, a pickaxe is given to a random pump operator. He shall be the one to breach into the caverns once the time comes.

# 14th

Elves are once again found loitering around, and an elven diplomat invades the personal elf-free space of our duchess. They want to set up a tree cap again. Yeah, I remember we had a tree here some years ago.

Spoiler: Hippies on a desert (click to show/hide)



We elves are partial in particular to the trees in the forests surrounding your lands. Although we are loath to spare a single branch to your senseless slaughter, we are willing to ask that you cap your tree-fells at one hundred until we next neet. I will try to return next year as I am able.

Iral dnulikthag:

We can grant this request. Let's discuss the specifics, though...
 b - We cannot stop production just because of your quaint sensibilities uchess liral onulikthag of Murderfid ats with the Elf doing the Etholfo



he latest news from Stylesslap is that a few years ago refugees calling themselves The Ancient Fogs fled from the area just before an army of The Spiders of Creation led by the goblin Susla Dimplesoars escended upon the place. A few years ago refugees calling themselves The Shell of Gloves fled from the area just before an army of The Spiders of Creation led by the goblin Susla Dimplesoars descended upon the place. A few years ago refugees calling themselves The Gray Fragrances fled from the area just before an army of The Spiders of Creation led by the goblin Susla Dimplesoars descended upon the place. A gevens ago refugees calling themselves The Pern of Vishes fled from the area just before an army of The Spiders of Creation led by the goblin Susla Dimplesoars descended upon the place. A gevens ago refugees calling themselves The Mother of Vishing fled from the area just before an army of The Spiders of Creation led by the goblin Susla Dimplesoars descended upon the place. A gevens agone calling themselves The Mother of Vishing fled from the area just before an army of The Spiders of Creation led by the goblin Susla Dimplesoars descended upon the place. A gevens agone goalling themselves The Mother of Vishing fled from the area just before an army of The Spiders of Creation led by the goblin Susla Dimplesoars descended upon the place. A gevens agone goalling themselves The Mother of Vishing fled from the area just before an army of The Spiders of Creation led by the goblin Susla Dimplesoars descended upon the place.

He also brings some disturbing news from the elven lands. Apparently, goblins aren't only the bane of our people. This is certainly worrisome..

# 15th

Nujux gets to the depot. On time!

# 16th

For some reason, the elves don't like bringing any wood with them. Or any other items of value. I do check the animal cages. Let's see, a dingo. A giant mosquito. And a breeding pair of Giant Keas.

They are now ours.

# 27th

Supposedly, the lever with a huge load of mechanisms is the one which controls the airlock spikes. It is marked now.

#### 1st of Slate

There's an idea brewing in my mind. We really don't have the dwarfpower to sacrifice if a siege, or a beast would yet again arrive. We must have ways to dispose threats without putting our people in danger.

A bunker full of magma could be nice. Blueprints are drawn.

#### 6th

Flame has been down lately. Apparently, some of his masterworks had been melted. We have loads of items designated for melting, how should I have known there are masterworks among them? But hey, there's also something positive happening right now. The Keas have laid eggs

Spoiler: It has begun. (click to show/hide)



#### 12th

An unknown force possessed Duck. He then claimed a mason's workshop and started gathering stones, along with cat and pig leather.

#### 20+h

Duck has finished his work. It is a floodgate!

Spoiler: The floodgate made by the demon inside Duck (click to show/hide)

FFS: 100 (49)

Output: Intelligence of the property 
This is a slate floodgate. All craftsdwarfship is of the highest quality. It is encircled with hands of cushion rhyolite cabochons. This object is adorned with hanging rings of rhyolite and pig leather and menaces with spikes of slate and hill titan bone. On the item is an image of a cushion cut gen in cat leather. Basic Value: 84080

#### 24th

The artifact floodgate is placed at the end of the airlock. If a hostile creature gets that far, it will be swayed by the sheer brilliance of the floodgate, halting it's advance.

### 27th

Glazier Tulon threw a tantrum, threw some gloves at Nujux, and McKiwi was kind enough to shower Tulon with arrows in exchange. If he survives, we'll have yet another cripple crawling around..

Wait, someone just said he's dead.



Apparently Bomrek decapitated him while he was being dragged to the hospital. Yeah, it's that Bomrek who bursted a wolverine head into gore with a single punch. I'm just wondering if it was a good idea to rotate the military and give more weapons to psychopaths a bit hottempered individuals..

#### 11th of Felsite

It is harder and harder to concentrate on overseeing. Time seems to pass by so slowly. I feel there's too much time for thoughts. Dark and depressing thoughts. I feel more and more engulfed by them.

As we still have much adamantine wafers lying around, I order some adamantine weapons made. At least we'll be able to take down any beasts these lands will throw at us.

12th

It is most pleasant to see, that our weaponsmith is more than competent.

Spoiler (click to show/hide)

\*Flame III' sword\*! Asteshrutod has created a masterpiece \*adamantine short

Forge more, please.

### 22nd

Nothing is really happening lately, which might actually be quite good just for the sake of our mental well-being. Slowly, but surely, more and more people are starting to show sings of anxiety.

Spoiler (click to show/hide)

<u>Spoiler</u> (click to show/hide)

<u>Spoiler</u> (click to show/hide)

She is eighty-three years old, born on the 26th of Obsidian in the year 128. She is short and just incredibly fat. Her hair is wavy. Her very long hair is braided. She has a narrow chin. Her brass eyes are narrow. Her head is narrow. Her nose bridge is somewhat co eyebrows are somewhat high. Her brown skin is slightly wrinkled. Her ears are somewhat narrow. Her hair is russet with a touch of gray. See is strong, but the strong was an use of the strong of

the state of the state of the state of the state of the highest ideals and celebrates talented artisans and their masterworks. has a great deal of respect for the law, greatly so there in her culture, she holds craftsdawarfship to be of the highest ideals and celebrates talented artisans and their masterworks. has a great deal of respect for the law, greatly values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a kill, deeply respects those that the respect state of the s

As we have constructed many statues, I order them placed all around our fortress. They just might give someone something positive to think about. At least for a second.

# 28th

And so, we have reached the end of spring without any more incidents. Some preparations for using the air-lock have been made. Also, our magma-defence bunker is getting ready. Otherwise, it's been quiet. If I recall correctly, a terrible tragedy has always followed times of peace here in Murderflood. We still have no migrants. Sometimes I can't help but think, we are all here but trapped, only waiting for our inevitable demise..

Perhaps, I should go and take a look at the statues again.

So yeah, here's spring. I'm also abandoning constant overwatch of the game and letting it run on the background more. It takes quite a long time to finish a season. I was just wondering, should we try to attract our queen to settle in Murderflood? At least we could get some extra dwarves, assuming the queen and her entourage is alive somewhere.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on April 17, 2016, 09:30:28 pm

Getting the queen sounds like a solid plan. That artefact floodgate was also quite well timed.

Great update so far, buddy. Maybe you should give a custom title to our resident decapitator. Like "Anger-management class dropout"...Or really just Resident Decapitator... or just Headsman.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on April 17, 2016, 10:11:36 pm

Nice update!

It harkens back to the early updates with Taupe's MsPaint art. Nicely done!

Are we a metropolis yet? We would need 140 dwarfs at least to attain a metropolis rank to attract the Queen.

Quote from: Vuohijumala on April 17, 2016, 07:36:44 pm

Nothing is really happening lately, which might actually be quite good just for the sake of our mental well-being. Slowly, but surely, more and more people are starting to show signs of anxiety.

Spoiler (click to show/hide)

The it all and so quickly? Repose fear?

The complete of the complete of the complete of the search of the complete of the com

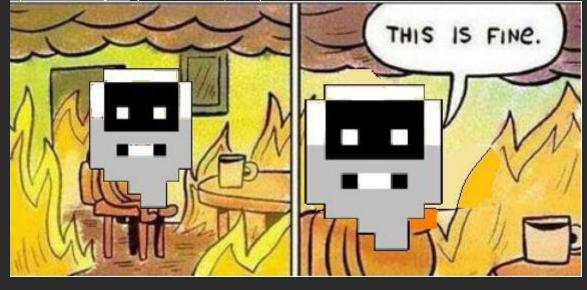
The should all work together.

One the long term, sich blitterith has been under a great deal of street, within the lest exame, he was content dising in a very good dising room. He didn't feel anything after seeing a low die, he was formed to the lest exame the lest exame, a was to the lest exame, a low of the lest exame the lest exam

The feels empty after suffering the travesty of art defacement, Within the last season, she was browning after seeing a troll die. She was browning after seeing the goldin dets the seeing after seeing the goldin dets the seeing after seeing the goldin dets. She was browning after seeing agoldin die. She was browning after seeing after seeing agoldin die. She was browning after seeing after seeing agoldin die. She was browning after seeing after seeing agoldin die. She was browning after seeing agoldin die. She was browning after seeing after seeing agoldin die. She was browning after seeing after seeing agoldin die. She was browning after seeing after seeing agoldin die. She was browning after seeing after seeing agoldin die. She was browning after seeing after seeing agoldin die. She was browning after seeing agoldin die. She was browning after seeing agoldin die. She was browning after seeing after seeing agoldin die. She was browning after s "My artwork was defaced. I feel so empty inside..." her culture, she holds craftedwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the tine to master a skill, deeply respects those that work labors, respects fair-dealing, and fair-play, values cooperation, finds nervensking and partying vorthwhile activities, values leisure time, respects connerce and finds nature somewhat personally deeply respects skill at arms and does not care about friendship. She dreams of creating a great work of art, and this dream as realized. It is somewhat fearful in the icious as they come, obsessed with acquiring wealth. She is very impolite and inconsiderate of propriety. She lives an orderly life, organized and neat. She is somewhat fearful in the t danger. She is not particularly interested in what others think of her. She has little interest in joking around. She doesn't often experience strong cravings or urges. She is often inconsiderate of propriety in the strong control of the companies of the propriety of the control of the c

I have to say, out of all the succession forts I've had a hand in, that is the longest page of death related thoughts I've seen yet.

<u>Spoiler: Good job!</u> (click to show/hide)



If this is **starting to show** anxiety, I don't wish to know what it's gonna be like when things start spiraling out of control. Any plans to activate the airlock on your turn?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on April 18, 2016, 01:58:11 am

I still have to build that volcano... But I'm in Doomforests now, so... !!SCIENCE!! shall be done.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on April 18, 2016, 03:51:18 am

Quote from: Zuglarkun on April 17, 2016, 10:11:36 pm

Are we a metropolis yet? We would need 140 dwarfs at least to attain a metropolis rank to attract the Queen.

Ah, I totally forgot about that. Nope, we're still a city. We have only 90 residents left and the amount of population is on a slow, but steady decline...

I might try the airlock on my turn. The undead FB just worries me. I'm also not sure if the undead are actually trying to path anywhere at all. They only seem to move when they find something to kill. Getting them to the airlock area might require the use someone, or something as a bait.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on April 18, 2016, 08:03:57 am

A breeding pair of giant Keas? I suggest we immediately proclaim a Keamaster.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on April 18, 2016, 12:59:09 pm

Quote from: Triaxx2 on April 18, 2016, 08:03:57 am

A breeding pair of giant Keas? I suggest we immediately proclaim a Keamaster.

A good idea! Any volunteers? Or shall I perform a lottery again?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Imic on April 18, 2016, 01:08:00 pm

Imic volunteers.

And if you don't have the rent in three days you're evicted! Unwillingly.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on April 18, 2016, 01:27:33 pm

I volunteer !! I'll teach them how to be fierce.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Imic on April 18, 2016, 01:57:58 pm

Quote from: Taupe on April 18, 2016, 01:27:33 pm

I volunteer !! I'll teach them how to be fierce.

We shall be partners!
Taumic industries! Training giant keas since turn 14!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on April 18, 2016, 02:37:08 pm

I really miss taupes drawings

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **April 18, 2016, 04:14:51 pm** 

Quote from: Blitzgamer on April 18, 2016, 02:37:08 pm

I really miss taupes drawings

I really miss having free time :(

Quote from: Imic on April 18, 2016, 01:57:58 pm

Quote from: Taupe on April 18, 2016, 01:27:33 pm

I volunteer !! I'll teach them how to be fierce.

We shall be partners!

Taumic industries! Training giant keas since turn 14!

Hell yeah. Keas are war animals right?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on April 18, 2016, 04:29:05 pm

I suppose that makes Imic the gatekeaper then.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Blitzgamer on April 18, 2016, 06:25:38 pm

anybody know if my family is still alive?

BlitzLog: it seems that the bear worshiper is once more in control of the fortress, I shall once again attempt to persuade him to let me try my hand at the creation of weapons, hopefully my legendary dishes will convince him. Perhaps I should Give every overseer a gift of my finest work, so they see just how important I am to the fort. That should keep me and my family safe from being used as expendable mooks.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Vuohijumala** on **April 19, 2016, 04:00:22 am** 

I could go for two keakeepers. But hey Imic, we haven't dorfed you yet. We have an undorfed animal trainer/marksdwarf available if you're interested (and that would conveniently make you and Taupe our only animal trainers, at least with any skill). But you're free to pick someone else if you wish, too.

Also Blitz, your whole family is alive (against all odds), and even doing somewhat fine mentally too.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on April 19, 2016, 06:15:40 am

Seriously? No one got it? \*sigh\*

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **April 19, 2016, 07:39:15 am** 

Quote from: Triaxx2 on April 18, 2016, 04:29:05 pm

I suppose that makes Imic the gatekeaper then.

I got it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on April 19, 2016, 01:52:58 pm

Quote from: Taupe on April 19, 2016, 07:39:15 am

Quote from: Triaxx2 on April 18, 2016, 04:29:05 pm

I suppose that makes Imic the gatekeaper then.

I got it.

I got it too!

Btw, summer is done. Quite much nothing happened. But I did put our prisoner tower in use. Update propably tomorrow.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on April 21, 2016, 02:34:15 pm

# Summer Update!

Continuation to Vuohiparta's overseer diary

Murderflood

211

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2nd of Hematite

What is a nice way to start your day, and a new season? Counting the people living in our coffins! So far, we have gathered around 70 dead dwarves in our catacombs. There's a odd merchant here and there, but the majority are our fortress residents. I just cannot keep myself from wondering how large the amount will get..

7th

The first magma bunker has been built on our entrance. The concept seems simple and effective, so another one is immediately ordered to be built.

9tł

A human diplomat arrives.

#### 11th

Human diplomat: The world is the same as ever \*Leaves\*

Why aren't the goblins bothering humans?

#### 12th

Another dinosaur-beast arrives at the first cavern level: Spoiler: Meet Stasno, a theropod! (click to show/hide)



Is he a worthy challenger? May he be the one to defeat the undead sauropod plaguing us? We might be able to tell, if the creature would just stop swimming aimlessly at that pool..

#### 13th

The human caravan has arrived. Numerous wagons and animals make their way to our depot.

#### 17th

The keas had laid eggs, and naturally someone stole them immediately! No kea eggs shall be cooked in this fortress! That is an order!

#### 18th

The human merchants don't seem to possess anything interesting. We actually have it quite good here in Murderflood. The only thing we lack is wood, and so do the humans..

#### 23rd

A peek at the first cavern level reveals something disappointing. Stasno is slowly getting his ass kicked by reanimated gorlaks and their hands.

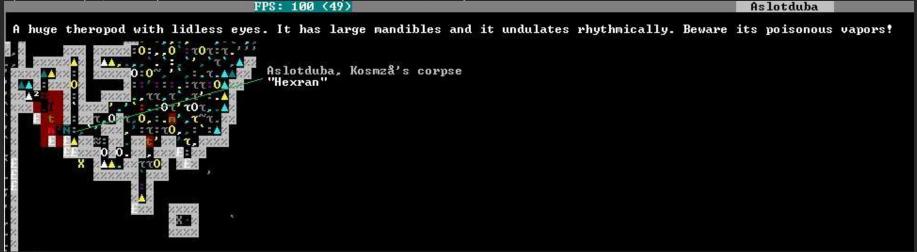
Spoiler: A shameful display (click to show/hide)



### 28th

Our cavern peekers now spotted something quite disturbing.. Stasno is killed, by ANOTHER **UNDEAD** theropod from forgotten legends. This creature is located some distance away to the southwest of our planned airlock entrances.

Spoiler: People, we may have found the lost world (click to show/hide)



With all these dino-wars going on, no-one is quite sure if they want to go anywhere near the caverns.. I'm not sure if I have it in me to try the airlock.

### ----

### 5th of Malachite

We appear to have some buildings that look like they've left unfinished. No-one quite knows the purpose of some of them, but one seems to have new living quarters in it. I order some dwarves to finish them. Artistic approaches are permitted.

Spoiler: We know exactly what we are doing (click to show/hide)



8th

I took a look at the Kea nesting grounds. The Keas had laid new eggs, but someone was again already carrying the said eggs away. STOP STEALING THE DAMN KEA EGGS!

We need to build a dwarf-free space for our birds.

11th

Nomal has gone quite oblivious.

<u>Spoiler: Hope he minds his steps..</u> (click to show/hide)



Someone said he's been a bit down lately.

<u>Spoiler: Death and despair</u> (click to show/hide)

the billion of the period the special lies we seem of the special lies we 
At least he is not trying to assault anyone.

# 18th

Here's another attempt at canal draining/grate placement. The temple feng-shui is suffering from the lack of visible water.

Spoiler: Nice (click to show/hide)

\*\*The state of the st

Why did we even bother? Well, we do have fine mud now.

### 25tł

Rith has become depressed. Sadly, this was quite expected \*(his feelings can be seen in the previous update)\*

-----

### 1st of Galena

The second magma bunker is ready! I was a bit worried if draining magma straight from the dike would lower the magma level inside the dike, but so far the said dike looks quite untouched. Splendid! The advantage from draining from the dike is that we only need one pump (and pump operator) per bunker to fill them. The pumps are a bit vulnerable to trolls and other creatures that like to destroy things, but I don't think it matters too much. Anything that destroys these pumps while the bunker is full will get a valuable lesson in life. The levers for both bunkers can be found inside the hammer-shaped building. It's a place that can be accessed quite quickly if the need comes.





You can also see Taupe training our giant desert tortoise. He's been doing it for weeks now. The tortoise is repeatedly crawling it's way to the nest boxes and back to Taupe. Someone said the creature looks like it wants to lay eggs, but it also seems to want to finish his training.

Oh please, someone topple the nest box already.

Oth

As suggested by Triaxx, we now have dwarves given with the responsibility of Kea training:

Imic, Keamaster Taupe, Keablaster

They were the ones to volunteer for Kea training duties. They both are also our only capable trainers. Blitz also came in my office and offered yet another fine roast. He wanted again to persuade me to let him forge weapons. Apparently, other overseers had not given him enough smithing duties, so his skill is still dabbling. I give him access to a forge where he can work. A spare weaponsmith wouldn't be a bad idea. The problem is though, that Blitz has also been drafted to our military, so he propably doesn't have too much time to invest in smithing. But when he has the time, he's allowed to do whatever he wishes with our stockpiles of copper.

#### 13th

Nomal is feeling down now. He's crawling on the dike walls and looking gloomily through the fortifications at the magma below. Is he going to do it? Don't do it..

#### 17th

Azula has been possessed! She claimed a craftsdwarf's workshop.

#### 21st

This is what the airlock looks like now. There are some animal baits ready to be slaughtered by a herbivore dinosaur. Some lever linkages were constructed, and all the bridges should be working now. We're trying to mentally prepare our pump operator. We don't really have too many people to be sacrificed, so it would be great if he made it alive.



# 22nd

Rith is throwing a tantrum. Luckily, he calmed down quickly and no-one was decapitated now. Someone asked if he should be convicted for assault. I guessed it could be a good idea. I tried to ask someone about our options for conviction, but an enthusiastic military-dwarf took him away, without me even knowing how long the sentence would be! Well, I guess they'll let him out someday. If we're still alive by then....

Spoiler: Sorry bud, we can't have everyone flipping tables here just because they've seen everyone they know die (click to show/hide)



#### 27th

Azula has created a scepter. It's quite valuable actually.

Spoiler: Azula's work of art (click to show/hide)

This is a hornblende scepter. All craftsdwarfship is of the highest quality. It is encrusted with round granite cabochons and briolette cut fire opals and decorated with reindeer leather. This object menaces with spikes of granite, rhodolite, brass and fire opal. On the item is an image of the item is an image of a white-handed gibbon in alpaca wool.

On the item is an image of Ilral Bodiceback the dwarf and dwarves in iron. Ilral Bodiceback is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Ilral Bodiceback to the position of king of The Stirred Irons in 52.

Basic Value: 876000

#### 28th

Autumn is here. No disasters were found striking us this time. I believe whether using the airlock or not, will be the biggest question we have in the next season.

It's also nice to see we have a mayor who's doing fine, and doesn't have a problem being yelled and cried at. Spoiler: A proud mayor (click to show/hide)

She is proud to be re-elected. Within the last season, she felt empathy while being yelled at by an unhappy citizen. She felt empathy while being cried on by an unhappy citizen. She felt pleasure near how very fine Weapon Rack. She was content after having a pretty decent drink. She didn't feel anything after seeing a feel releasure near her own fine Seeing the desert titan in Chartfells the Coastal Thunder die. She felt pleasure near her own fine Seat. She felt pleasure near her own fine Seat. She felt pleasure near her own fine Cabinet. She felt pleasure near a wonderful Bridge. She felt pleasure near her own fine Seat. She felt pleasure near her own fine Cabinet. She felt pleasure near a wonderful Bridge. She felt pleasure near a fine tastefully arranged Statue. She felt pleasure near her own fine Table. She felt pleasure near her own fine Table. She is sistified at work. She was centent after having a fine drink. She didn't feel anything after seeing a desert tortoise die. She didn't feel anything after seeing a yak cow die. She was content after she is an ardent worshipper of Zan and a worshipper of Zan.

She is sixty-eight years old, born on the 27th of Timber in the year 143.
She is short and just incredibly fat. Her teeth are widely-spaced. She has a narrow chin. Her hair is clean-shaven. Her sonewhat narrow ears are extremely tall. Her nose bridge is sonewhat concave. Hair is russet Her skin is brown. Her eyes are braze.

Edzul Ellestelin likes mice. lead, red flash opal, cedar wood, deer hoof, the color auburn, cows for their haunting noos and crab nen for their sideways walk. When possible, she prefers to consugatant hedgehog and dwarven run. She absolutely detests blood gnats.

giant hadgehog and dwarven run. She absolutely detests blood gnats.

In has a great kinesthetic annea, a there intellect, an ability to read emotions fairly well and a way with words, but the wear allowed the second patients. But intellect, an ability to read emotions fairly well and a way with words, but the wear allowed the words, and their works, really respect for the law, greatly prize loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to neater a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, finds mereynaking and partying worthwhile activities, values martial provess, respects consend and finds active somewhat disturbing. She personally distikes cooperation and finds leisure time wasteful. She dreams of raising a family.

She is extremely confident of hereeff in situations requiring her skills. She forms only fleeting and rare motional bonds with others. She can get caught up in internal deliberations when action necessary. She is very slow to anger. She doesn't often feel envises of others. She takes offered help and gifts without feeling particularly grateful. She tends not to reveal personal information. She brave in the face of imminent danger. She percently acts with a narrow focus on the current activity. She does not easily hate or develop negative feelings. She finds helping others enotionally rewarding. She needs alcohol to get through the working day. She is getting used to tragedy.

A short, sturdy creature fond of drink and industry.

----

Here's the update! And sorry for the delay. Blasted real-life responsibilities.. Autumn is now in progress. Now what do you think, shall we try out the airlock?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on April 22, 2016, 02:41:08 am

You'll want to remove the Giant Kea eggs from being allowed in the food stockpiles. Disabling cooking is fine and dandy, but won't stop dwarves from hauling the eggs away to be stored.

Quote from: Vuohijumala on April 19, 2016, 04:00:22 am

Now what do you think, shall we try out the airlock?

How do we know if the airlock works or not if we do not try to operate it? If an airlock opens when no one is around to enter it, does it kill the undead?

Spoiler: answer (click to show/hide)

it is inevitable.

# Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on April 22, 2016, 04:08:28 am

Quote from: Zuglarkun on April 22, 2016, 02:41:08 am

You'll want to remove the Giant Kea eggs from being allowed in the food stockpiles. Disabling cooking is fine and dandy, but won't stop dwarves from hauling the eggs away to be stored.

Quote from: Vuohijumala on April 19, 2016, 04:00:22 am

Now what do you think, shall we try out the airlock?

How do we know if the airlock works or not if we do not try to operate it? If an airlock opens when no one is around to enter it, does it kill the undead?

Spoiler: answer (click to show/hide) it is inevitable.

Fair points there. Airlock shall be tried out. And yeah, forbidding kea eggs from the stockpiles crossed my mind, but as we have stockpiles here and there and I'm not sure if I'm completely aware of them all, I thought it would be easier to just build a place for them where no dwarf can enter:D

We also have two casualties. One has a collapsed head and the other one fell.. straight into the magma dike. Luckily our named dwarves seem to be able to avoid death quite well nowadays.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on April 25, 2016, 01:39:31 pm

Autumn is done. Update pending. Not much has happened during the season, but right now at this moment something is certainly happening. I've passed the two week deadline, but I'd like to go through winter if you guys are ok with that. Shouldn't take too long.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on April 25, 2016, 04:03:58 pm

Quote from: Vuohijumala on April 25, 2016, 01:39:31 pm

Autumn is done. Update pending. Not much has happened during the season, but right now at this moment something is certainly happening. I've passed the two week deadline, but I'd like to go through winter if you guys are ok with that. Shouldn't take too long.

Is it a werebear? It's probably a werebear...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on April 25, 2016, 04:27:46 pm

Didn't we have like a billion war bears at one point? What happened to that?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on April 25, 2016, 05:03:44 pm

Quote from: TheFlame52 on April 25, 2016, 04:27:46 pm

Didn't we have like a billion war bears at one point? What happened to that?

They probably turned into dwarves.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on April 25, 2016, 05:13:56 pm

Bear? Where bear? There bear. AARGH!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on April 26, 2016, 06:22:04 am

Quote from: Taupe on April 25, 2016, 04:03:58 pm

Is it a werebear? It's probably a werebear...

I wish it were.. a bear.

Let's just say I built something and it turned out to be rather bad design.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on April 26, 2016, 01:33:24 pm

Oh, one of those. I love those. You forgot fluid's flow on diagonals didn't you?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on April 26, 2016, 05:45:49 pm

Quote from: Triaxx2 on April 26, 2016, 01:33:24 pm

Oh, one of those. I love those. You forgot fluid's flow on diagonals didn't you?

You'll see, you'll see...

Anyways, it's time for...

# Autumn Update

Vuohiparta's overseer diary Murderflood 211

4th of Limestone

We begin autumn by assigning new building projects. As we've seen how simple the concept of magma-towers are, we shall build another pair of them. This time on the northern entrance. As there's a difference in elevation on our north entrance, the towers will be slightly different. Now we actually need only one bridge per tower for magma release.

We also shall build some special rooms for some of our.. "special" persons, with the purpose of cheering them up a bit. I'm not sure how much it'll help, though. I fear some of us have already gone beyond reach...

A dwarven caravan arrives! Maybe we'll finally get some wood!

11th

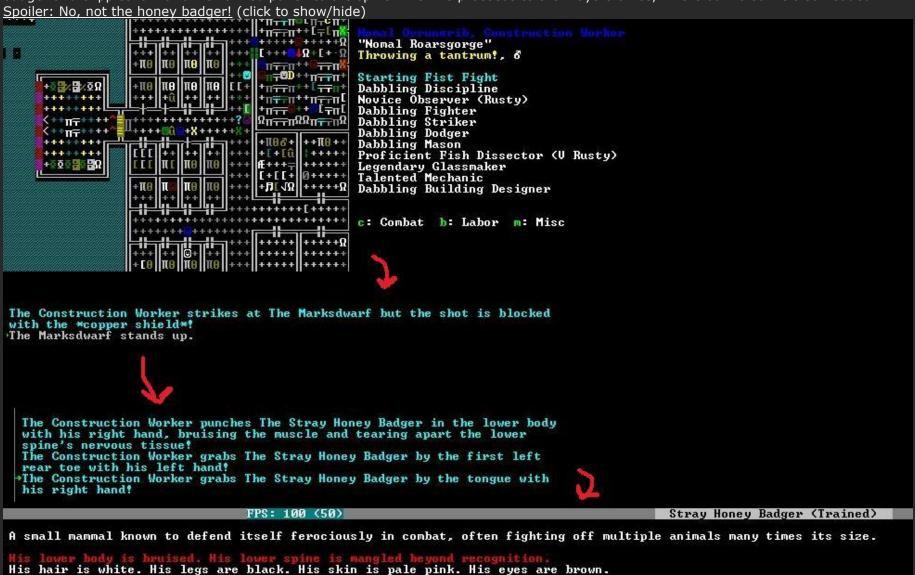
Nomal is throwing a tantrum and at the same time, Tulon is haunting the fortress! Besides, we have buried Tulon! What is this? Spoiler: Chaos everywhere! (click to show/hide)

```
Nomal Orrunerib, Construction Worker is throwing a tantrum!
Nomal Orrunerib, Construction Worker cancels Store Item in Stockpile:
Throwing tantrum.

Tulon Daroslitast, Ghostly Teamster has risen and is haunting the fortress!
```

#### 12th

Nomal is on a rampage. First, he punches a marksdwarf, who quite surprisingly maintains his temper. Then Nomal steps up to a honey badger and cripples it with a well aimed punch to the spine. Then he proceeds to the mayors office, where our liaison is also headed..



#### 13th

No news from the dwarven realm. I'm not sure if it's a good, or a bad thing.

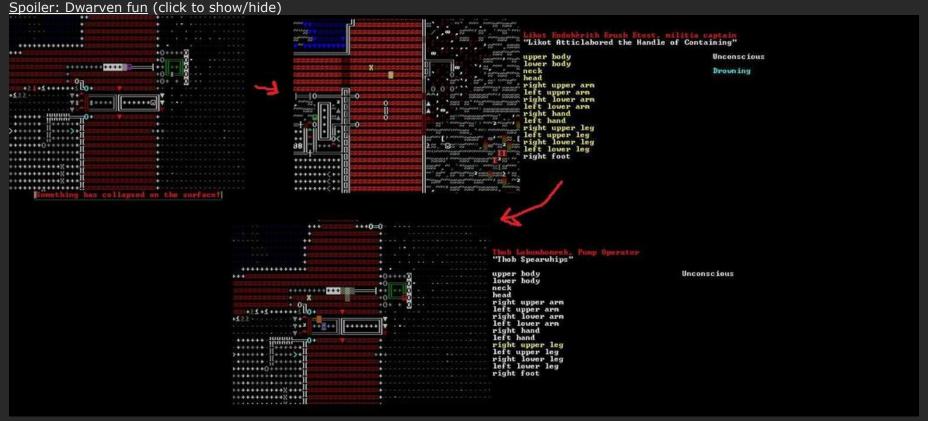
The liaison and mayor are having a conversation while actually being in different rooms. The liaison is in the mayor's office with Nomal, while our mayor is in the next room. Nomal doesn't seem to want to punch anyone in the face anymore, even though our mayor seemingly assumed otherwise. The situation seems to be under control again.

### 14th

Trading commences. Yet again, there's no wood. I request some of it to be brought on the next caravan visit.

### 18tr

A smell of burning flesh and dwarf hair permeates the air. Likot, our administrator/militia captain fell. Into the dike. He was building a floor next to a bridge closing one of the planned mainteinance routes to the northern magma towers. There are several different eye-witness stories of what happened. Some said Likot had just finished the floor, but somehow it collapsed right in front of him. They said he tried to prevent it by grabbing the falling floor. Some others say that he was just placing some stone bars on the edge of the bridge, but forgot to let his hands go of the said bars, thus somersaulting into the dike. Whatever the reason, a huge pillar of smoke was spewn out from the dike, striking two people on the entrance bridge and knocking them unconscious. Fortunately, the only injuries they received were the ones they got from dropping stone bars they were hauling to their feet.



..am I the only overseer here whose building projects end up in needless deaths?

(PRO TIP: Never try to connect a floor to a bridge, unless the floor is connected to another floor/wall..)

### 20th

Nomal has calmed down, but is still punching people. Something has to be done now. I order him convicted. Some time in jail should give him some better ideas for his life.

Also, a bunch of people followed our captain of the guard far away from the safety of our fortress to report crime. <u>Spoiler: Nothing happened.</u> this time. (click to show/hide)



What if a siege would've arrived? Or vile mist? All the corpses and items are marked for dumping, but I don't think we'll ever get all this stuff hauled away.

### 26th

Rith, our previous jailbird has seemingly been just released, and he's depressed again.

Now that I think about it, it's actually quite easy to relate to him..

\_\_\_\_

#### 1st of Sandstone

Oh, Armok.. Nomal has been punched to death. I thought the guards were going to sent him in jail, but instead they sentenced a beating! He took a couple of hits, and then his head bursted open..

Spoiler: THAT'LL TEACH YOU TO RESPECT THE LAW (click to show/hide)

The Pump Operator kicks The Construction Worker in the upper body with her right foot, bruising the muscle, jamming the right false ribs through the liver and tearing the liver?

The Pump Operator punches The Construction Worker in the head with her left hand, bruising the muscle and fracturing the skull through the (giant cave spider silk hood)?

The Pump Operator punches The Construction Worker in the head with her left hand, bruising the muscle and bruising the skull through the (giant cave spider silk hood)?

The Pump Operator punches The Construction Worker in the head with her left hand, bruising the muscle through the (giant cave spider silk hood)?

The Pump Operator punches The Construction Worker in the head with her left hand and the injured part collapses?

An artery has been opened by the attack!

Nomal Orrunerib, Construction Worker has been found dead.

...which gives me rather grim thoughts. We can handle commoners throwing tantrums, but what if our military-dwarves began punching people? Some of them have been training for so long, that they've developed triceps on their faces.. I believe we just had a prime example here.

I'm also letting all crimes go unpunished again. It's better that way.

### 2nd

The Keas aren't nesting. They seem to be much happier with chewing pieces off their nest boxes. Come on birds, get on with it already!

### 3rd

The Operation Airlock is soon ready to begin. Pump operator Bembul has been assigned to the levers controlling the airlock bridges. Ral has also been told to get ready, and make his way to the airlock entrance.

8th

Finally, we have Kea eggs. And they are safe from dwarven egg-thieves. Perfect.

## (Oh, btw. Keas aren't trainable for war, which is sad. Should we do some.. magic?)

### 14th

Ral doesn't wan't to do it. Every time we tell him to go to the airlock entrance, he just freezes and wants to have a meeting with the mayor. We keep telling him he's the chosen one, and timeless glory awaits him in the future. He's not really buying it. (For some reason, assigning him to a burrow wouldn't work. He just stopped doing anything at all, until unassigned from the burrow.)

We also have a giant salt person roaming around the caverns. His name is Oszit.



No one is really betting for him to make a stand against the undead dinosaurs.

#### 17th

Ral went to sleep and is now on break. We did give him a dig job with very obscure instructions. If he gets it right, he should find himself digging at the cavern airlock entrance without even being aware it's THAT cavern airlock wall. We'll see.

#### 18th

Ral is finally making his way below. He's going to do it.

#### 19th - 21st

Ral is digging, while Bembul is ready to turn levers on command.



Ral breaches the cavern wall. Nothing happens. The great beast nearby doesn't seem to detect anything. Ral then decides to knock down another part of the wall down and leave. And nothing happens.

..until KOSMZÅ, the other undead beast suddenly arrives out of nowhere! Animals try flee in terror, but they are slaughtered immediately. Now the other beast also seems to understand something is going on, and it comes closer to the airlock.

A brave war dog lures Kosmzå further into the airlock. Kosmzå punches him, and he flies next to the spike room entrance. Kosmzå follows..

Bembul is seemingly in such joy, that he tries to constantly arrange parties in the lever room. Don't forget you have a job there!

Kosmzå rushes into the spike room, and destroys every living creature out there. Now there's a dog lying in the corner, unconscious. And surprisingly, the beast doesn't do a thing. The dog bleeds out, and the foul undead creature stands where our baits were. Right there, where we don't have spikes..



### 22nd

The situation in the airlock is quite stuck. The undead seem only to move when they detect something they can kill. Kosmzå isn't on the spikes. The other beast has also parked himself on our airlock entrance, but it seems to be doing nothing at all.

# 24th

Until someone gets a good idea how to lure Kosmzå into the spikes, we're forgetting about the airlock for now. As the undead in the

caverns won't move anywhere without a bait, getting them to the airlock will be very difficult. We might have to try something else in the future.

\_\_\_\_

#### 1st of Timber

Rith is oblivious. Nothing new, unfortunately.

#### 6th

There's been something weird going on with the militias. For some reason, almost no squad had a room assigned for training. That has to be fixed immediately. Also, I've changed the training schedules a bit, so that we have more workforce available at all times.

Also, the other pair of magma towers has been finished! Or actually, they might resemble kettles more than towers. Along with a new and shining ballista, our northern entrance should be much more defendable now. We also don't have to keep the northern bridges perpetually closed anymore.



The magma tower design is a bit different now. Instead of just flooding, the magma now splashes into the ground, hopefully spreading it immediately all around the area of impact. It would be nice to test these things first, just to see how the magma acts once it's been released. But it's magma, so it's also quite risky. Better wait for an invasion. I'd also advise future overseers not to open both towers at once, unless the magma doesn't flow well.

#### 8th

There's a definite reek of putrefaction in the airlock. I also have an idea. We could dig a hole in the airlock roof and drop some animals there, just to lure that Dino of Death into the spikes.

#### 17th

For some reason, the miners don't want to finish the airlock pitting hole. I guess they are just busy. Rith is also throwing a tantrum! Spoiler: Good practice (click to show/hide)

```
The Lye
 Maker attacks The Pump Operator but He rolls away!
 Maker misses The Pump Operator!
Maker misses The Pump Operator!
The Lye
The Lye Maker misses The Pump Operator?
The Lye Maker stands up.
Rith Iklisterith, Lye Maker has calmed down.
The Lye Maker stands up.
The Lye Maker attacks The Construction Worker
 Maker stands up.

Maker attacks The Construction Worker but She rolls away!

Maker misses The Construction Worker!

Maker misses The Construction Worker!

Maker misses The Construction Worker!

Maker misses The Construction Worker but She rolls away!
The Lye
The Lye
The Lye
The Lye
 Lye
 but She rolls away!
but She scrambles away!
 The Lye
 Maker attacks The Construction Worker
Maker attacks The Construction Worker
The
 Lye
 Maker attacks The Construction Worker but She scrambles away:
Maker misses The Construction Worker!
Maker attacks The Construction Worker but She rolls away!
Maker attacks The Construction Worker!
Maker misses The Construction Worker!
Maker misses The Construction Worker!
Maker misses The Construction Worker!
 The
 Lye
 Lye
 The
 The
 Lye
 The
 The
 Lye
 Maker attacks The Construction Worker but She scrambles away! Maker attacks The Construction Worker but She scrambles away!
```

### 24th

Right, our miners somehow built stairs leading downwards. While they were one level higher. And that's why they couldn't reach the dig site anymore.



I really don't understand how it is even possible, but it's fixed now. The pit is ready, and a reindeer has been assigned to be dropped.

Asmoth is also taken by a mood! And he claimed a forge!

Digging the hole in the airlock roof seems to have lured Kosmzå on the spike traps! Turn the lever! <u>Spoiler: Stab!</u> (click to show/hide)

The -menacing green glass spike- strikes The Kosmzå's corpse in the lower body, tearing the muscle and tearing the guts!

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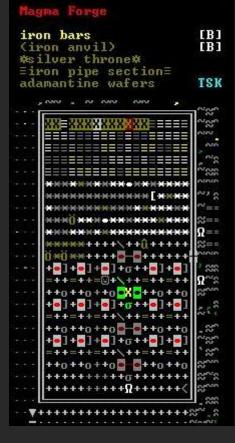
The -menacing green glass spike- strikes The Kosmzå's corpse in the right upper arm, chipping the bone!

A tendon has been torn! The -menacing green glass spike- strikes The Kosmzå's corpse in the right upper leg, chipping the bone!
•A tendon has been torn!

The spears do some damage, but they don't seem to be able to hit any vital areas. I'm not sure if we can kill it this way.. Nevertheless, Bembul can keep repeating the lever. At least we'll cripple the beast, as it doesn't seem to be going anywhere.

#### 26th

Look at this! Asmoth has taken some adamantine for his work! Spoiler: Now this is getting interesting (click to show/hide)



Suddenly everyone wants to take a peek at what he's doing.

We've finished autumn. Winter is coming. We lost a couple of good dwarves this season, but no grave disaster struck us. I've also been feeling much better lately. I guess some months in military duty have given my life much more variation. Less time to think, and brood in death. Maybe I haven't lost all my hope in this place.

"HOO BOY! SOMEONE BETTER COME DOWN HERE QUICK!"

Who's that? Wasn't it Meng? I believe he was taking the reindeer into the airlock pit. What is it this time...

# (Winter Suffering and death is upon you.)

Here's the autumn update. Something is coming at us. Details on the next update, as the discovery was made precisely at the 1st of Moonstone. BUT YOU'RE FREE TO TAKE GUESSES WHAT IT IS.

Oh boy.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on April 26, 2016, 06:28:08 pm

Traffic designation could help. Just red the area right next to every lava so people dont look for a way to plunge into it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on April 26, 2016, 08:42:37 pm

I was the one who disabled the military's barracks. Over half our small population is in the military! Nothing ever gets done if the military has a barracks! That's why we have so much junk!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on April 26, 2016, 08:48:50 pm

Quote from: Vuohijumala on April 26, 2016, 05:45:49 pm

Until someone gets a good idea how to lure Kosmzå into the spikes, we're forgetting about the airlock for now. As the undead in the caverns won't move anywhere without a bait, getting them to the airlock will be very difficult. We might have to try something else in the future.

Instead of luring Kosmzå onto the spikes, why not bring the spikes to Kosmzå? Shut the entrance closest to the caverns to seal Kosmzå in, then unlock the seals on our side and send in all our military.

Quote from: Vuohijumala on April 26, 2016, 05:45:49 pm

There's been something weird going on with the militias. For some reason, almost no squad had a room assigned for training. That has to be fixed immediately. Also, I've changed the training schedules a bit, so that we have more workforce available at all times.

Erm, this was done so that we'll have a workforce, because a hell lot of folks are drafted into the military and they would all train instead of doing work even when schedules are set to do nothing. Its part of the reason why all the corpses out there aren't being dumped at all. No barracks frees up the military half the fort to haul and stuff. (ninjaed)

Quote from: Vuohijumala on April 26, 2016, 05:45:49 pm

Here's the autumn update. Something is coming at us. Details on the next update, as the discovery was made precisely at the 1st of Moonstone. BUT YOU'RE FREE TO TAKE GUESSES WHAT IT IS.

Kosmzå climbed out of the pit?

Quote from: Vuohijumala on April 26, 2016, 05:45:49 pm

..am I the only overseer here whose building projects end up in needless deaths?

As per Ardentdikes tradition, and doing a beary good job of it might I add.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on April 27, 2016, 05:29:50 pm

Quote from: Zuglarkun on April 26, 2016, 08:48:50 pm

Kosmzå climbed out of the pit?

Yes, exactly. I honestly didn't know it was possible. But I could say everything went much better than expected, thankfully. We even managed to kill another beast without even knowing about it.

Hmm, yeah. That militia system seems to be quite bugged. I assigned training quarters for the squads, as we did have active squads. But without a place to train, they did absolutely nothing. They had the "Soldier (no activity)" -"job". Wasn't aware that they keep training even when not assigned to training..

I believe I can also quite safely announce that we have created THE artifact! I'm just not sure whom I should give it to.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: **Urist McKiwi** on **April 27, 2016, 06:08:13 pm** 

Hmmph. Clearly I needed to add more spikes. Oh well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on April 27, 2016, 10:23:35 pm

Must construct additional spikey bits.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on April 29, 2016, 04:24:45 am

I bet I'm going to make an adamant mace, just to make sure it's completely useless.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on April 29, 2016, 05:42:36 am

Don't maces benefit from the ultra small strike point like lashes? So a hammer would be more useless?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on April 29, 2016, 07:45:05 pm

Quote from: Triaxx2 on April 29, 2016, 05:42:36 am

Don't maces benefit from the ultra small strike point like lashes? So a hammer would be more useless?

You're thinking of a morningstar.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on April 29, 2016, 09:30:31 pm

Morningstar is the spiky ball on a chain, mace is a spiky ball on a stick.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

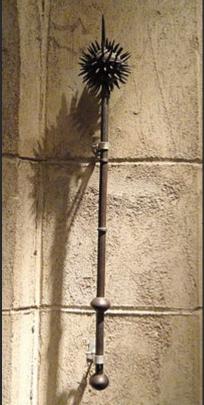
Post by: Zuglarkun on April 30, 2016, 05:22:37 am

Quote from: Triaxx2 on April 29, 2016, 09:30:31 pm

Morningstar is the spiky ball on a chain, mace is a spiky ball on a stick.

Uh. As in this kind of morningstar (http://dwarffortresswiki.org/index.php/v0.34:Morningstar).

Spoiler (click to show/hide)



As far as I know, its the only "mace" type weapon with an edged attack in DF. In DF Maces (http://dwarffortresswiki.org/index.php/v0.34:Mace) only have blunt attacks. Spiky ball on chain would be a flail (http://dwarffortresswiki.org/index.php/v0.34:Flail), but unfortunately flails in DF don't have edged attacks.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Imic on May 03, 2016, 07:04:07 am

War keas!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Deus Asmoth on May 03, 2016, 11:06:18 am

Yeah, unless something has changed recently maces are just blunt weapons that are slightly worse than hammers (I think because of the velocity multiplier?). Addy hammers can at least be used to avoid death by hammerstrike if your baron decides he doesn't like your legendary armoursmith, while blue maces have no inherent value unless you want to give your jester a substitute bladder worth a few million dorfbucks.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on May 03, 2016, 04:35:48 pm

Btw, winter is finally done. I'll post the update tomorrow. I can also upload the save before that in case the person next in line wants to continue before the update. I'm also terribly sorry to have kept you guys waiting. I didn't realize how busy these past days would turn out to be.

Winter was actually quite uneventful. But one dwarf did turn out to be a geonaut. What's sad about it, is that he's dead.

Oh, and don't worry about the artifact weapon. It's going to destroy things.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on May 05, 2016, 05:20:58 pm

The great undead theropod made it's way up the stairs. It reeked of death.

So, this is it, thought Meng.

A rain of blood showered on her as the beast ripped the reindeer bait to shreds. Then Kosmzå, the horror from below, locked it's hollow gaze upon Meng.

The beast attacks. Meng swiftly evades. She finally realizes the true horror of the situation. She's fighting this thing all alone.

She raises her crossbow. She remembers undead creatures must be hit in the head in order to put them down. This might be her only chance.

The arrow is launched. It hits Kosmzå in it's lower body.

The beast keeps pummeling Meng. She just manages to block it's fierce attacks. There's no time to reload.

Kosmzå grabs her arm. Meng barely blocks another attack. Then she briefly sees the flash of sharp talons.

The Winter Update

Continuation to Vuohiparta's overseer diary Murderflood 211

1st of Moonstone

This is not happening! Kosmzå somehow climbed out of the airlock!

Spoiler: Hello there (click to show/hide)



How is this even possible? How can a gigantic dinosaur with small hands somehow climb out of the airlock?!

Meng and the reindeer are dead. A general alarm is signaled and all squads are rushed in to the scene. I also need to suit up. Spoiler: The death of Meng (click to show/hide)

```
The Kosmzä's corpse attacks The Elite Marksdwarf but She jumps away!

Meng Kekathònul. Elite Marksdwarf: I was attacked by the dead. This is truly horrifying.

The Kosmzä's corpse misses The Elite Marksdwarf!

The Kosmzä's corpse attacks The Elite Marksdwarf but She jumps away!

The flying (=copper bolt=) strikes The Kosmzä's corpse in the lower body, tearing the muscle!

The Kosmzä's corpse strikes at The Elite Marksdwarf!

The Kosmzä's corpse grabs The Elite Marksdwarf but the shot is blocked with the (iron shield)!

The Kosmzä's corpse misses The Elite Marksdwarf!

The Elite Marksdwarf is unable to break the grip of The Kosmzä's corpse's left hand on The Elite Marksdwarf's third finger, right hand!

The Elite Marksdwarf is unable to break the grip of The Kosmzä's corpse's left hand on The Elite Marksdwarf's third finger, right hand!

The Elite Marksdwarf is the Elite Marksdwarf but the shot is blocked with the (iron shield)!

The Elite Marksdwarf loses hold of the =copper crossbow=

The Elite Marksdwarf loses hold of the (iron shield).

The Kosmzä's corpse scratches The Elite Marksdwarf in the head and the severed part sails off in an arc!

'The Elite Marksdwarf has been knocked unconscious!
```

The squads gather on the stairway entrance. Kosmzå seems not to be aware of anyone yet. Maybe we could wait this out and build a wall around the stairway?

Wait, someone is seen walking towards Kosmzå. It's Asmoth! He's been out searching for gems for his work of art! I fear we might have to charge the beast before it sees Asmoth..

..oh. The horrid creature just saw us. It's closing in! Charge!

Spoiler: Asmoth can be seen somewhere in this image. Can you find him and tell him not to go where the killing begins? (click to show/hide)



Marksdwarves open an impressive barrage at Kosmzå, but to no avail unfortunately. Our garbagedwarf Deduk, one of our freshest rookies, is the first to engage the beast in melee.

Spoiler: Can this end up well? (click to show/hide)

```
The Kosnzå's corpse misses The Garbagedwarf!
The Garbagedwarf bashes The Kosmzå's corpse in the left upper arm with her *silver mace*, fracturing the bone!
The Kosmzå's corpse misses The Garbagedwarf!
```

More people join the fight. Zan, one of our marksdwarves is brutally decapitated. He actually flies to the rooms above through stairs. What a grim sight..

Spoiler: He might have also climbed. I just don't know anymore.. (click to show/hide)

```
The Marksdwarf stands up.
The Marksdwarf punches The Kosmzå's corpse in the left upper leg with his left hand, bruising the fast!
The Kosmzå's corpse takes The Marksdwarf down by the nose with The Kosmzå's corpse takes The Marksdwarf down by the nose with The Kosmzå's corpse takes The Marksdwarf down by the nose with The Marksdwarf stands up.

Zan Cattenzatam, Marksdwarf: I cannot just stand by. There is no need to feel vengeful.

The Kosmzå's corpse releases the grip of The Kosmzå's corpse's left upper arm on The Marksdwarf punches The Marksdwarf?

The Marksdwarf punches The Kosmzå's corpse in the left lower leg with his left hand, bruising the fat!

The Kosmzå's corpse passe The Marksdwarf's right wrist with The Kosmzå's corpse grabs The Marksdwarf by the right hand with Its left hand!

The Kosmzå's corpse locks The Marksdwarf's right wrist with The Kosmzå's corpse sold coccest c
```

Everyone's bashing Kosmzå now.

Spoiler: This is Haerdalas (click to show/hide)

```
The Swordmaster stabs The Kosmzå's corpse in the right upper arm with her *steel short sword*, fracturing the bone!

A tendon has been torn!

The Swordmaster slashes The Kosmzå's corpse in the left lower leg with her *steel short sword*, tearing the muscle!

The Swordmaster stabs The Kosmzå's corpse in the left upper arm with her *steel short sword*, fracturing the bone!

A tendon has been torn!

The Kosmzå's corpse misses The Swordmaster!

The Swordmaster slashes The Kosmzå's corpse in the upper body with her *steel short sword*, tearing the muscle!

The Kosmzå's corpse misses The Swordmaster!

The Kosmzå's corpse misses The Swordmaster!

The Swordmaster scratches The Kosmzå's corpse in the upper body, tearing the muscle and bruising the heart!

The Kosmzå's corpse misses The Swordmaster!

'Haerdalas II' Nefekoddom Gïsstirthir Avuz, Swordmaster: I was attacked by the dead. I am not upset by this.
```

We do have one advantage over Kosmzå. We are way faster, and skilled in evasion and blocking. For every hit Kosmzå attempts, there's many times more warriors retaliating. Now the beast lost it's hand. And now another.

Spoiler: A pile of dwarves (click to show/hide)

```
Gulnasubas Amèrith, chipping the bone!
 Zan Cattenzatam, Marksdwarf has been found dead.
 The Swordmaster slashes The Kosmzå's corpse in the lower body with her *steel short sword*, tearing the muscle!
The Mace Lord bashes The Kosmzå's corpse in the right foot with his Gulnasubas Amèrith, chipping the bone?
The Garbagedwarf bashes The Kosmzå's corpse in the right upper arm with her *silver mace*, fracturing the bone?
The Swordmaster slashes The Kosmzå's corpse in the left hand with her *steel short sword* and the severed part sails off in an arc!
The Mace Lord kicks The Kosmzå's corpse in the neck with his right foot, bruising the muscle and fracturing the upper spine's bone!

The Garbagedwarf bashes The Kosmzå's corpse in the right lower arm with her *silver mace*, bruising the muscle!

The Mace Lord bashes The Kosmzå's corpse in the left lower arm with her *silver mace*, chipping the bone!
The Swordmaster punches The Kosmzå's corpse in the right upper arm with her left hand, bruising the muscle!
 The Garbagedwarf scratches The Kosmzå's corpse in the left eye, tearing
 it!
It!
The Swordmaster slashes The Kosmzå's corpse in the right lower leg with her *steel short sword*, tearing the muscle!
The flying (*copper bolt*) strikes The Kosmzå's corpse in the upper body, tearing the muscle and bruising the right lung!
The Mace Lord bashes The Kosmzå's corpse in the left foot with his Gulnasubas åmèrith, shattering the bone!
The Mace Lord punches The Kosmzå's corpse in the left lower arm with her right hand, fracturing the bone!
 The Garbagedwarf punches The Kosmzå's corpse in the right foot with her right hand, bruising the muscle!
The Kosmza's corpse misses The Swordmaster!

The Swordmaster stabs The Kosmza's corpse in the right upper arm with her
**steel short sword*, fracturing the bone!

A tendon has been torn!

The flying (=copper bolt=) strikes The Kosmza's corpse in the upper body,
tearing the muscle and fracturing the left false ribs!

The Mace Lord bashes The Kosmza's corpse in the right upper leg with his
Gulnasubas amerith, fracturing the bone!

The Mace Lord scratches The Kosmza's corpse in the lower body, tearing
the muscle!
 the muscle!
 The Swordmaster punches The Kosmzå's corpse in the right upper leg with her right hand, fracturing the bone!
 The Garbagedwarf scratches The Kosmzå's corpse in the lower body, tearing
 the muscle and bruising the guts!
The Mace Lord bashes The Kosmzå's corpse in the lower body with her #silver mace*, bruising the muscle!
The Mace Lord bashes The Kosmzå's corpse in the left upper leg with his Gulnasubas Amèrith, fracturing the bone!
 The Garbagedwarf bashes The Kosmzå's corpse in the lower body with her *silver mace*, bruising the muscle and bruising the guts!
The Wrestler strikes The Kosmzå's corpse in the right lower arm with her (grown feather wood crutch), bruising the fat!
The Mace Lord bashes The Kosmzå's corpse in the head with her *silver mace*, bruising the muscle and fracturing the skull!

The Wrestler strikes The Kosmzå's corpse in the left lower leg with her (grown feather wood crutch), but the attack glances away!

The Swordmaster slashes The Kosmzå's corpse in the left lower arm with her *steel short sword*, tearing the muscle!
 A motor nerve has been severed!
The Mace Lord scratches The Kosmzå's corpse in the upper body, tearing
 the muscle!
 The Garbagedwarf bashes The Kosmzå's corpse in the left lower arm with her *silver mace*, fracturing the bone!
The Wrestler strikes The Kosmzå's corpse in the lower body with her (grown feather wood crutch), but the attack glances away!
The Swordmaster bites The Kosmzå's corpse in the right hand, tearing the
 fat!
```

And then, our garbagedwarf Deduk hits Koszmå in the head with her silver mace. It makes a very nasty sound. Kosmzå collapses on the ground. It was Deduk's first notable kill.

Spoiler: I believe this wasn't quite expected (click to show/hide)

```
The Mosma's corpse misses The Swordmaster!

The Swordmaster slashes The Kosmza's corpse in the left foot with her Shislugonul, tearing the muscle!

Many nerves have been severed!

The Hammer Lord bashes The Kosmza's corpse in the upper body with his silver war hammers, bruising the muscle and bruising the heart!

The Mace Lord bashes The Kosmza's corpse in the right eye with her silver maces, bruising it!

The Head Executioner of the Guard slashes The Kosmza's corpse in the left lower arm with her steel short swords, tearing apart the muscle!

The Marksdwarf bashes The Kosmza's corpse in the right upper leg with her scopper crossbows, but the attack glances away!

The militia captain strikes The Kosmza's corpse in the left upper arm with his (grown feather wood crutch), but the attack glances away!

The Garbagedwarf bashes The Kosmza's corpse in the head with her silver maces and the injured part is crushed!

Deduk Nishmatul, "Deduk Tradedance", Garbagedwarf

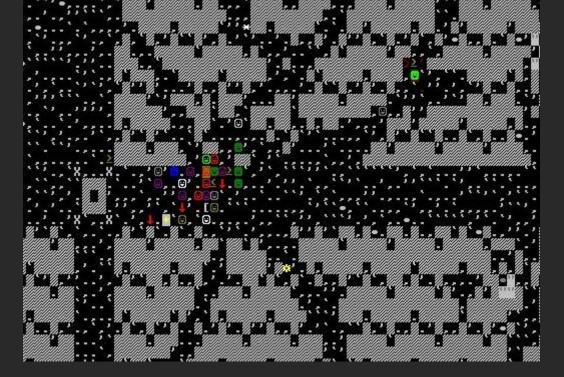
One Notable Kill

Hexran the zombie forgotten beast, d. 211

One Other Kill

One honey badger (%) in Murderflood
```

What a fine victory. We lost only two dwarves. But what a horrible way to start a season. I can yet again only blame myself for this.. Spoiler: The angry mob disperses (click to show/hide)



The weapons I saw in the fight were mostly made of steel or silver. Didn't I order many adamantine weapons made? Where are they? This requires an inspection!

#### 2nd

The cavern stairway is now getting walled. The airlock is also shut for now.

#### 3rd

I am now finalizing military rotations. We shall only keep one squad active for now, as our military severely affects our production and hauling. Also, every adamantine weapon is in use. The warriors wielding them just weren't mostly there when the undead theropod attacked..

#### 4th

Someone spotted a pile of salt in the airlock on the spike traps upon routine inspection. That's a bit weird. I wonder where it came from?

<u>Spoiler: The Last Epic Struggle of Oszit</u> (click to show/hide) {Ozsit's lower body salt} Retracted \*menacing green glass spike\* A pile of salt

The \*menacing green glass spike\* strikes The Forgotten Beast in the lower body and the severed part sails off in an arc!

### 6th

Zaneg has grown to adulthood now! We give blessings to him. And then we draft him to the military.

Spoiler: A remarkable feat! (click to show/hide)

Gikutavuz has organized a party at granite Statue. 'Nujux' Udilmûthkat has created a masterpiece \*blood thorn bed\*! →Zaneg Tunalåth has grown to become a Peasant.

Rith is depressed again. It seems the statue therapy isn't working very well. At least he's not throwing things around this time..

Everyone is partying, even though we have much work to do. Well, we did manage to survive the onslaught of Kosmzå. I guess we could celebrate it a bit. I just am not in the mood for it..

Asmoth has began his construction!

### 16th

Asmoth forged.. an ADAMANTINE SHORT SWORD! He is now truly a legendary weaponsmith! Spoiler: Behold! Firelances, the Shore of Confederations! (click to show/hide)

```
'Asmoth' Rigòthwesh Bithsêstmishthen Zan, Noble(?) has created Zirilkûbuk Stibmer Onesh, a adamantine short sword?
Press Enter to close window
 Zirilkûbuk Stibmer Onesh. Firelances the Shore of Confederations, a adapantine short sword
 Weight: <1F
 Basic Value: 9372000
 short sword. All craftsdwarfship is of the highest quality. It is encrusted with point cut yellow spessartines and briolette cut fire opals, decorated with tower-cap and encircled
an bone and goose leather. This object menaces with spikes of fungiwood and chalk.
ge of Strodno Kissedfly the goblin and "Haerdalas II' Fancycloister the Fortuitous Harmony of Mining the dwarf in adamantine. "Haerdalas II' Fancycloister the Fortuitous Harmony of
ye Strodno Kissedfly, The artwork relates to the killing of the goblin Strodno Kissedfly by the dwarf "Haerdalas II' Fancycloister the Fortuitous Harmony of Mining with a steel short
of the carly autumn of 218 during Renzukik. "The Routed Assault".

The dwarves in yellow spessartine. The dwarves are laboring. The artwork relates to the foundation of Murderflood by The Channels of Melting of The Stirred Irons in the early spring
```

The desert sun made the blade shine beatifully. This sword is truly our light in these times of darkness. It also bears concrete evidence of the mighty foes fallen by our valiant heroes.

We must give it to someone truly worthy.

### 17th

Some discussions were had conserning the fate of the legendary sword forged by Asmoth. We named several worthy dwarves, but Asmoth gave a cold stare every time someone else than him was considered to obtain the sword. And in the end, the only right to do was to give the sword to Asmoth. He's the one who forged it after all. And his skills in fighting with swords are also generally considered to be legendary. He's also slain dozens of foes and is one of the most experienced soldiers alive around here.

The name of Asmoth and his sword are to be remembered forever in history. He shall be the protector of Murderflood.

Also, one of our older artifacts seem to possess an image of the sword.. even though the sword didn't even exist back then!

<u>Spoiler: Is this normal at all?</u> (click to show/hide)

FPS: 100 (49)

Fdodtunon, "Borenortal", a green glass terrarium

This is a green glass terrarium. All craftsdwarfship is of the highest quality. It is encrusted with radiant cut yellow spessartines, decorated with octagon cut green glass gens and encircled with bands of pear cut green glass gens, llama wool, apple wood, silver and marquise cut tanzamites. This object menaces with spikes of rhyolite and silver.

On the iten is an image of Firelances the Shore of Confederations the admanatine short sownd in green glass.

What is this sorcery?

#### 24th

A badger steps in our traps and dies on top of another badger corpse.

Spoiler: They never learn (click to show/hide)



\_\_\_\_

#### 1st of Opal

Rith threw a tantrum! Luckily he didn't do anything. I'm getting worried about the fact that this is happening quite constantly nowadays...

### 8th

This is how the cavern stairway looks now. Spoiler: We're safe now (click to show/hide)

### 14th

Azula is now an adult! She is very strong, but our squads are quite full. She shall make clothes for the time being! Congratulations! Spoiler: She seems to be doing alright (click to show/hide)

"I made a new friend. I'm very fend."

She feel foodness after making a friend. Within the lest season, she felt foodness after making a friend. She was now a fine testefully arranged Slab. She didn't feel anything after seeing a one-humped canel die. She didn't feel anything after seeing the description of the Coastal Phunder die. She was near a fine feels. She was near a fine feels. She was near a fine lable. She was near a fine feels she was near a fine feels she was near a fine feels. She was near a fine feels she was near a fine feels she was near a fine feels. She was near a fine feels she was near a fine feel she was near a fine feels she was near a fine feel she was near a fine feels she was near a fine feel s

18th

Young Zaneg went out to haul something and saw the bodies on our front yard for the first time ever. He's utterly devastated. I honestly wasn't aware how oblivious the children have been to the horrors we have faced..

Spoiler: The illusion is shattered. Welcome to true Murderflood (click to show/hide)



## 19th

We're building something. It's looking nice. Spoiler: We don't need helmets (click to show/hide)



#### 20th

Two reindeers gave birth. We do have quite many reindeer around here already..

Also, there's been a Kea training breakthrough. Keas are quite capable and ferocius animals, but surprisingly no-one has ever thought about the possibility of train them for war.. until now! Keamasters Taupe and Imic of Murderflood shall be the brave pioneers of the project. We are training only the male for now. We don't want to disturb the female, who is still incubating the eggs.

#### 24th

Rith is tantruming again. Now he's back to punching people. We must convict him, whatever the sentence! Apparently he'll be put to chains.

### 25th

Rith is throwing his clothes around while being dragged to custody. He then punched a bear and Sibrek when she was dragging him away. Sibrek is in our military and has a will of steel. She panicked.

Spoiler: Even the elves would laugh at us (click to show/hide)

"I was attacked. I'm panickingt!" panickingt "I'm panickingt"

She panics after being attacked. Within the last season, she didn't feel anything after seeing a desert tortoise die. She didn't feel anything after seeing a yak coud ie. She oza de lighted after eating a legendary neal. She didn't feel anything after seeing a one-hunged casel die. She didn't feel anything after seeing a one-hunged casel die. She didn't feel anything after seeing a one-hunged casel die. She didn't feel anything after seeing a one-hunged casel die. She didn't feel anything after seeing a one-hunged casel die. She didn't feel anything after seeing a one-hunged casel die. She didn't feel anything after seeing a one-hunged casel die. She didn't feel anything after seeing a one-hunged casel die see anything after seeing a one-hunged casel die see anything after seeing a didn't feel anything after seeing a fine Table. She was a see a fine tastefully arranged Statue. She was near a fine tastefully arranged for the she was near a fine tastefully arranged for the she was near a fine tastefully arranged for the she was near a fine tastefully arranged for the she was near a fine tastefully arranged for the she was near a fine tastefully arranged for the she was near a fine tastefully arranged for the she was near a fine tastefully arranged for the she didn't feel anything after seeing

### 26th

Rith finally calms down after punching a cat. Sibrek has again taken hold of him and is dragging him to the prisoner tower. We'll finally have some peace here for now.

Spoiler: The rampage of Rith (click to show/hide)

```
The Frouble stands up.

The Frouble punches The uar Grizzly Bear in the lover body with his right hand. Journal of the stands up.

The Frouble punches The uar Grizzly Bear in the lover body with his right hand. Journal of the stands up.

The Frouble punches The uar Grizzly Bear in the lover body with his right hand. Journal of the stands up.

The Frouble punches The uar Grizzly Bear in the lover body with his right hand. Journal of the stands up.

The Frouble punches The uar Grizzly Bear in the lover body with his right hand. Journal of the stands up.

The Frouble stacks The uar Grizzly Bear in the lover body with his right land of the stands up.

The Frouble stacks The uar Grizzly Bear in the lover and the stands up.

The Frouble stacks The uar Grizzly Bear in the lover and the stands up.

The Frouble stacks The uar Grizzly Bear in the lover and the stands up.

The Frouble stacks The uar Grizzly Bear in the lover and the stands up.

The Frouble stacks The uar Grizzly Bear in the lover body with his right lover and the stands up.

The Frouble stacks The uar Grizzly Bear in the lover and the stands up.

The Frouble stands up.

The Frouble stacks The uar Grizzly Bear in the lover hand the stands up.

The Frouble ```

Rith has actually been having more positive thoughts lately. Spoiler (click to show/hide)

```
anything after seeing a seinder cow die. He felt fonders after making a friend. He felt pleasure near a fine Islan. He felt pleasure near a fine Islan the felt pleasure near a fine Islan. He felt felt neather near the state of the felt neather near the pleasure near a fine Islan the felt neather near the state of the Island of the near the felt neather near the felt neather near the felt neather near the near the felt neather near the felt neather near the near the felt neather near the felt neather near the near the felt neathe
```

He's also finally found some friends. Spoiler (click to show/hide)

```
Cog Savotarzes
Vakist Ablishitur
                                                                                            Deity
                                                                                            Friend
                                                                                            Friend
èzum Kilrudsolam, Brewer
Zaneg Tunalåth, Recruit
Fath Kolanil, Dwarven Child
                                                                                            Friendly Terms
                                                                                            Friendly Terms
Friendly Terms
                                                                                            Friendly Terms
Friendly Terms
                                                                                            Friendly Terms
Friendly Terms
                                                                                            Friendly Terms
Friendly Terms
                                                                                           Friendly Terms
Friendly Terms
Friendly Terms
Sazir Ulåbuzol, Construction Worker
Adil Lokumistbar, Planter
z: Zoom
8293: Scroll
                                                                                                      ESC: Done
                                                    v: View
                                                                                        Shift+ESC: Back to Main
```

Yet, he's tantruming all the time. Is there anything at all we can do?

2nd of Obsidian

Bomrek, our captain of the guard, is actually lacking proper rooms and equipment. That shall be fixed. His office will be on the lower part of the overseer tower.

4th

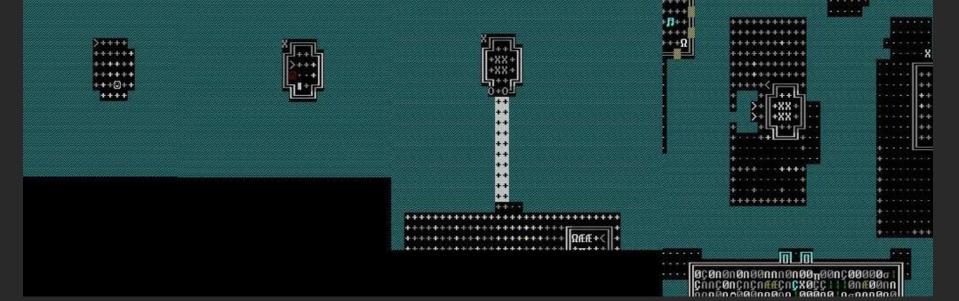
The ghost of Tulon is still hanging around here. She doesn't seem to have forgotten his past life as she's still moving around the places she used to go to when alive. Is she truly dead then? I'd consider her blessed. She's not bound to her mortal body anymore. Nothing can do her harm. Ever again.

They say some seek forbidden knowledge to prevent aging and death. What if they've been wrong all this time? What if death itself, is the ultimate way to achieve immortality..?

5th

We've built a random tower, and it is quite ready! We shall use parts of it as a zoo and put our caged creatures there. There's also a pit on top of it. We can try it out and watch what happens to a reindeer when it's pushed over the edge.

Spoiler: We cannot have too many towers (click to show/hide)



10th

Rith Urdimkogan has been found dead! Apparently she fell.. from nowhere! There's blood on the bottom of our newest tower though..



What is going on?

11th

The tower pit works.

Spoiler: No more reindeer-spawning (click to show/hide)



18th

Dumat was found carrying loads of cloth with him while she was ordered to be stationed. She never gave an answer why she was hauling them.

<u>Spoiler: What</u> (click to show/hide)

```
Dumat Uthershem, Swordsdwarf
"Dumat Firstplank"

-pig tail fiber cloth-, Hauled
=pig tail fiber cloth=, Hauled
=pig tail fiber cloth=, Hauled
=pig tail fiber cloth=, Hauled
*pig tail fiber cloth*, Hauled
=pig tail fiber cloth=, Hauled
```

20th

Our giant desert tortoise became wild again! It also forgot how to get around traps and triggered quite plenty of them.. It's still alive, but not sure for how long. Someone should go and put it out of misery..

25th

More reindeer are dropped from the tower, as they keep multiplying like rabbits! The male kea is still waiting for his war training to happen, as Taupe and Imic seem to be very busy. We also still have these mantis persons flying around. They seem to look like they're trying to leave this place, but for some reason they just cannot. It's as if something doesn't allow it for them. This desert truly creeps me out..

28th

The winter has passed now. I'm grateful we didn't have to suffer any other attacks after the rampage of the undead beast Kosmzå. I'm not sure how I would've held up. We also noticed Zas has been pulling the airlock spike lever on repeat for.. quite a long time already! Spoiler: You've been doing excellent job! (click to show/hide)

Citizens (85) Pets/Livestock (62) Others (205) Dead/Missing (3222)
Sazir Ulâbuzol, Construction Worker On Break

No-one actually told her to stop..

Deduk Nishmatul, Garbagedwarf

We also managed to finish some of the buildings around here. We have the tower, and there's now two new barracks just in case we're going to need them. But now, I am once again finishing my duties as an overseer.

Pull the Lever/R

On far away realms, snow is slowly starting to melt. Spring finally arrives. New life shall sprout.

Spoiler: AAAARGH! (click to show/hide)

Bomrek Monommatul has become a captain of the guard. Ushat Idenkib has become a militia captain. ⇒The Stray Giant Mosquito (Tame) has been found dead.

And our giant mosquito dies. The cycle is complete.

Here's the link to the save: http://dffd.bay12games.com/file.php?id=12003

Once again, sorry this took longer than it should have. But yeah, now my turn is done! I'm a bit surprised how peaceful this year was in general. I guess we also should have three little keas wandering around fairly soon. I think we should avoid training the female kea until the chicks have hatched. It might ruin the whole thing as training nesting creatures tends to bug them out.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Deus Asmoth on May 05, 2016, 06:07:02 pm

Hah. I may not be a queen or a baroness, or even a mayor, but at least I have a really fancy sword.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on May 05, 2016, 07:25:39 pm

When in doubt, build more towers. Also, good turn.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on May 09, 2016, 06:23:13 am

So, is Gwolfski next?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on May 09, 2016, 11:11:12 am

YAY! Strawberries + hell...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Imic on May 09, 2016, 11:33:55 am

What is you and your obsession with strawberries?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on May 09, 2016, 12:04:43 pm

I honestly don't know.

By the way, I think I'll change the SA (strawberry assocoiation) into the SS (strawberry society)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on May 10, 2016, 01:56:15 pm

Strawberries+hell=Hellberries?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on May 19, 2016, 10:53:09 am

Gwolfaky is technically next, but I know for a fact that he's busy with one fortress and up for basically two more not counting this one. The next player in line is thus Heardalas!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on May 19, 2016, 11:47:15 am

Quote from: Gwolfski on May 09, 2016, 12:04:43 pm

I honestly don't know.

By the way, I think I'll change the SA (strawberry assocoiation) into the SS (strawberry society)

I jst noticed, this is in the wrong thread... Should be in Doomforests. :P

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **May 23, 2016, 12:06:32 pm**

Apparently i was on my phone and the network died without sending a pm to Haedalas. It has been corrected now. I'm currently on vacation, and altho I'm quite busy with lots of projects, I'll try and put some order into the OP to maintain a semblance of efficiency and activity on my part make it easier and more user-friendly for our readers.

While going over the turn list, I noticed that holy shit people we are up to the 14th turn in this fortress, good job everyone!

In the upcoming days, I'll try to re-read the whole thing and sort out a few quiotes worthy of memorialising. I dont promise anything tho, because its Overwatch in 6 hours.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on May 23, 2016, 02:13:57 pm

Hmm? It's my turn? This... is actually pretty amazing timing. I will admit I havent been keeping up with events in murderflood over the past few months - been preparing for my final exams at Uni - but my last exam is on Wednesday, so I should be able to do the turn after

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on May 23, 2016, 02:29:01 pm

Quote from: Haerdalas on May 23, 2016, 02:13:57 pm

Hmm? It's my turn? This... is actually pretty amazing timing. I will admit I havent been keeping up with events in murderflood over the past few months - been preparing for my final exams at Uni - but my last exam is on Wednesday, so I should be able to do the turn after that.

Hell, I technically run this thing and I have no idea what's going on myself. Sometimes zombies invade the basement or people fall into magma. it's a quiet and deadly rhytm of existence. We may also be the last dwarves in the world. Essentially everything is fine.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on May 23, 2016, 03:11:10 pm

Also, someone created an artifact adamantine short sword, literally covered in PICTURES OF ME and didn't give it to me? for shame!

Ah well, I guess this will have to do. I can claim every kill that Asmoth makes with it as my own - after all, I am on the sword, which is, in the end, what is doing the killing, no?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on May 24, 2016, 01:13:10 am

Probably not the strangest thing to happen.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Deus Asmoth on May 24, 2016, 09:00:22 am

I always thought it was strange that dwarves could engrave/sculpt decorations fine enough to be easily recognisable, but I guess if they're capable of making Planepackeds it's easy enough to get the fine detail of a beard striking a triumphant pose.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on May 31, 2016, 12:45:52 pm

Ok, I've DLed the file and shall start the turn shortly... as soon as I find my Dwarf Fortress installation.

Which version were we using for this again? I seem to recall something about not using the newer versions, but I might be imagining that...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on May 31, 2016, 04:18:58 pm

We're not, we're sticking with 40.24.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on May 31, 2016, 05:49:25 pm

Kk, got everything up and running, now then!

...good god there's even more things that I don't understand properly than last time it was my turn. FULL STEAM AHEAD!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on June 07, 2016, 10:00:53 pm

Some update regarding FULL STEAM AHEAD may be required at this point.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on June 08, 2016, 06:05:56 am

Suspicion: Train has derailed, and exploded. No survivors.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on June 08, 2016, 06:34:55 am

In a black hole.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on June 08, 2016, 12:17:17 pm

Quote from: Gwolfski on June 08, 2016, 06:34:55 am

In a black hole.

Well, that escalated quickly...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on June 10, 2016, 09:53:42 am

..so, the sentient lake finally penetrated the barrier between Murderflood and our realm?

Worrying.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on June 10, 2016, 09:12:39 pm

Quote from: Vuohijumala on June 10, 2016, 09:53:42 am

..so, the sentient lake finally penetrated the barrier between Murderflood and our realm?

Worrying.

Oh well, thats what you get for losing the mortal kombat this year.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on June 12, 2016, 11:02:19 pm

It's been a while since I played and/or doomed a well-established fortress.

Dwarf me and add me to the turn list. I'll try to catch up on the story thus far in the mean time.

(Edit 1) Ooh, nice pictures Taupe. And an FPS Hell Bonepillar reference! Apparently I already exist in this universe as an author. Awesome! I really should have been paying more attention to this thread.

Welp, I know what my gimmick is gonna be.

My name's QuQuasar, Quasar tah me friends, and I'm a word wrangler.

Now I know what ye all are thinking... yeh think I'm some fancy pants "author". Yeh think I sit at meh desk writin' words. Yeh think I'm soft! Well, let me ask ye all a few questions:

Have ye ever stood yah ground while a 300 pound thesaurus is bearing down own ye, knowin' if yeh move a muscle it'll trample yeh?

Have ye ever dug a flesheatin' bookworm outta yeh skin wit' only a rusty knife an' a plump helmet ta' bite down on?

Have ye ever faced off agin an entire swarm o' venomous pronouns, wit' only yeh wits an' a homemade smokebomb yer not even sure will work?

Nay! Nay ye haven't. Yeh see these scars? These are writin' scars.

So I'll ask ye ta respect the noble profession of word wrangler, lest I get sick of ye all and leave ye to the uncaring mercy of a savage and untamed language.

Respect the wrangler!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on June 13, 2016, 12:36:19 pm

Welcome aboard, Quasar!

On a sidenote, it's now time to abort Heardalas's turn and pass on the torch to the next player. This means...

Triaxx, you are now our new overseer!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on June 14, 2016, 11:02:33 am

Okay, I'll hunt down the post with the save in it, and start maybe tomorrow. Tonight if I can swing it. Just got an awesome new Keyboard to play with, and this will be perfect. Once I stop being enchanted by the Backlights...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Ghills on June 14, 2016, 03:16:35 pm

My life is in slightly less freefall now (a place to live, hurray!), so could I get added to the turn list? I'll try to catch up with the fort history in the next week.

ETA: Why doesn't the poll have an option for 'War Keas are silly, that's why we should do it!'? That seems like the appropriate response, really.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on June 15, 2016, 05:54:41 pm

Spring:

Ugh. What happened? Why am I in the... Oh sweet Armok no. I am not overseer again. What happened to the other guy?

Trombone accident? A Tuba WHERE? In how many pieces? Sheesh, some dorfs are such Critics. No appreciation for the fine arts. Fair enough then. Where's the fire? No fire? Don't worry, it'll be along. Well, no problem.

She can have an office and be our manager. We seem short one, and her title is administrator. So she can go right ahead and administrate.

Given how well the lever trap worked, I've given orders to begin implementing my version of the trap corridor. Mechanisms will now be produced en masse along with serrated glass discs. We're going to mince those undead. The Forgotten beasts might be an issue, but if I can lay my hands on a cave spider... webs make things trip traps even if they don't, right?

A Kobold Thief of all things decides to wander over the forward drawbridge. The military mobilize, but by the time they arrive, it's gone and buggered off. Good riddance.

(I love how my original body is still listed as missing.)

How do I pump some more magma into the moat? I'm looking at the numbers, and there is a wave of 6's rolling back and forth across the moat. I suspect that's why I'm getting 7 FPS.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **QuQuasar** on **June 16, 2016, 12:24:47 am**

I find I'm actually rather looking forward to my turn. Any opinions on what I should focus on?

Optimisation

Pro's: Makes the fortress more efficient. Con's: Boring.

Beautification and stress relief

Pro's: Spires! Obelisks! Solid gold dining tables! And slightly happier dwarves (as a bonus).

Con's: Happy dwarves are less entertaining.

Retaking the caverns

Pro's: Mushroom wood and FPS. Con's: Fairly likely to kill everyone.

Retaking the caverns... with magma!

Pro's: Magma caverns! And FPS. Con's: Almost certain to kill everyone.

Megaproject

Pro's: Awesome-looking. Con's: Useless.

Megaproject... with magma!

Pro's: Awesome-looking and *not* useless! Con's: Will inevitiably kill everyone.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on June 16, 2016, 02:59:22 am

Last option. Definitively

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on June 16, 2016, 04:00:47 am

. by. Vuonijumala on June 10, 2010, 04:00:47 am

Quote from: Triaxx2 on June 15, 2016, 05:54:41 pm

How do I pump some more magma into the moat? I'm looking at the numbers, and there is a wave of 6's rolling back and forth across the moat. I suspect that's why I'm getting 7 FPS.

There's a huge pumpstack near the surface forges. Sorry, I thought the magma in the moat had stabilized (I stole some for the magma bunkers).

Quote from: QuQuasar on June 16, 2016, 12:24:47 am

I find I'm actually rather looking forward to my turn. Any opinions on what I should focus on?

More towers, definitely. Or hey, lava aqueducts! Though we also desperately need optimisation...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **June 16, 2016, 11:55:22 am**

Quote from: Vuohijumala on June 16, 2016, 04:00:47 am

Quote from: Triaxx2 on June 15, 2016, 05:54:41 pm

More towers, definitely. Or hey, lava aqueducts! Though we also desperately need optimisation...

Retaking the caverns is exactly what we need to improve fps and reduce DPS (dwarf-per-square)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **June 16, 2016, 01:08:39 pm**

Ah. I'll check into it. Hopefully the control levers are properly labeled.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Gwolfski** on **June 16, 2016, 01:19:10 pm**

There should be a tunnel- no that's icehold.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **TheFlame52** on **June 16, 2016, 02:57:57 pm**

Basically every overseer since the dikes were completed has added a tower or two. Add more towers.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on June 16, 2016, 04:21:32 pm

Hold on... is this a manual pumpstack? Sod that. We're dwarves. Doing things manually is for ELVES. Besides, we can make them out of wood, which will annoy the elves. A simple alteration to the pumpstack tower will let us build a water reactor right there, that we can shut down at the flick of a lever.

It's not a complex design. Pump, pulling water from the lower area, and dumping it onto a bit of floor, and then it falls and runs the reactor. Floodgates on either side, two open to let water out, one closed to keep it in the reactor. Set them so the states are reversible. Pull the lever, sides close, tank gate opens, water gets pumped into tank. Simple, right? Right.

The elves have come. How delightful. We'll snag their stuff, and make it quicker to build the reactor.

The Elven Diplomat, asks we cut no more than 115 trees. I agree, waving away the sniggering of the other dwarves. We don't HAVE 115 trees. Frankly, we wouldn't pay any attention even if we did. (Okay, technically we do, but they're in the caverns which we currently cannot get near.) There does seem to be some issue with getting anything deconstructed, which is a hassle, since I need to open a hole in the roof of the pump stack power shack to feed the reactor into and no one seems interested in deconstructing it.

It deconstructs the Block, or it gets the HOSE!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on June 16, 2016, 04:37:37 pm

There is a water reactor, two actually.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on June 17, 2016, 04:51:16 am

Yes, but like many other things in this fortress: I can't seem to find them. or they're stupidly far away. And this one I can build so it can be shut off. Plus it'll add another tower.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on June 17, 2016, 09:29:26 am

ot by. Gwollski oli Julie 17, 2010, 09.29.20 alli

I have maps of it in my writeup

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on June 17, 2016, 07:45:41 pm

Mapses are for elveses.

Ishlum Raluklam the amber bristleworm has come. Beware it's webs. (Last time it got one shotted by a random peasant with a crossbow.) It doesn't go well for our chief medical dwarf. She seems to have lost half of one leg, and the beast was taken down by crossbows. The medic has also had her other leg badly injured and one arm as well. It seems as though her options are to be an administrator.

On the seventeenth of the second month of the year 212 Stukos Giginshorast Letmosduthtish Iklist, Gem Setter has bestowed the name Vosutost upon a Silver Mace!

And now Vuohiparta has been taken by a fey mood. Interesting. And now he's claimed a Magma Forge. We'll have to see what he makes. He still hasn't started after a while, but I'm busy screaming at those who are SLOWLY filling the pond under the reactor. I may just have the first pump myself. Though I seem to have detected the minor issue that it's technically impossible to reach the pump to start it. Bugger.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on June 18, 2016, 03:05:09 am

Use the ones I built.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on June 18, 2016, 06:26:28 am

Never. Besides, it'd take significant work mining and we're supposed to be going UP with the fortress.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on June 19, 2016, 09:15:44 am

Well well, it seems Vuohiparta is onto something. he's grabbed an Adamantium Wafer, and Stray Reindeer Cow Bone.

I've ordered the deconstruction of the old magma forges down in the lower works area. They serve no purpose, and lack of magma means they have grown cold. We can reclaim their anvils and materials for use else where. I've also issued orders for two more Magma Glass Furnaces in the upper area. Speaking of that, I've ordered the area above the smelters roofed over, so we can store both Inputs and Outputs up there.

I see someone has had the foresight to floor over the ditches since last time I was in charge of this place. As summer rolls in, we find ourselves with another Kobold Thief. I think it might be time to give some other military squads orders to train.

Ugh. At some point we've lost our book keeper. Haerdalas has volunteered to take over the duties as well as her managerial tasks. Of course her discipline is literally the stuff of legend, but still. I hope she's not taking too much. Not that I'm going to argue, given she's significantly stronger than I am.

Interesting, a human caravan has arrived. Vuohiparta is still collecting bits, including some Reindeer leather. But for the moment, I'm going to go chase some people with empty buckets.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on June 19, 2016, 09:02:31 pm

Anyone care to explain the pillars of lava at the door? If it's just there for looks, cool, though if not, I'm not sure why it's there.

We're slowly filling the trap corridor, the first few traps are built, and the rest will be laid in as weapons come to them. The initial bank is all blunt weapons, the better to bust their limbs, and slow them down as they progress into the quite literal grinder. We'll deal with those undead the dwarven way.

The humans, bring a trade caravan, and annoyingly a diplomat. Fortunately, having both a Duchess and a Mayor, I don't have to be annoyed by the diplomat. I do have to scream at Nujux when he wanders off in the midst of trade negotiations though. Mean time, the mayor gets re-elected. I snigger at him in the hallway. An emergency election is no way to get out of meeting with the diplomats. He tries to strangle me with my own beard. I can't help laughing, as I turn out to be strong enough to fight him off with almost no effort. Haerdalas kicks him in the knee as she goes by, carrying an armload of paperwork.

I'm still not quite sure how to use siege weaponry. If I did, I'd set one up to fire down the trap corridors.

Huh. It seems that the corpse of one of the forgotten beasts has managed enough kills to earn it's own name. Cethaiquila, On Gostatmexa Stosposnum's corpse. Urgh. Are undead Forgotten beasts immune to traps like live ones?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on June 21, 2016, 03:55:21 pm

..did Vuohiparta craft anything nice? I didn't even remember he had skills in metal crafting.

Pillars of lava? You mean the magma bunkers? They can be opened to offer free magma baths to anyone we like.. or don't like. The levers should be in the hammer-shaped building.

Yeah, undead FB:s are also trapavoid. But spikes connected to levers work, although they didn't seem to do much last time. Also, the problem with the undead is that they won't path into anything without a bait, so getting them into the corridor will be a bit tricky.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on June 21, 2016, 04:51:25 pm

I'm using bait. An entire fortress worth. There'll be a pressure plate that raises a bridge into a pit.

Haven't played any more. Work saps energy like nothing else. Vuohiparta is still gathering materials. He seems fascinated by reindeer

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on June 22, 2016, 12:48:03 pm

bt by. Illaxx2 on Julie 22, 2010, 12.46.05 pill

We finally get enough buckets and idlers to get the pond filled the point where the pumping system is actually working. This is a good thing. Hopefully this will be enough power to run the system.

It is, but it needs a bit more water to provide enough power. There we go. It fires up the stack once it reaches 400 power, and just a few minutes is enough to fully charge the system. The world stops warping quite so badly (10 FPS), though the area around the reactor itself is a little wobbly. I order the levers thrown to open the cistern, and begin disengaging the reactor. It mostly pumps out the water into the cistern, and I order an access stair set in on the western side of the cistern, so we can fill it up with buckets. It's deep enough that it won't dry out, but I'd rather have too much water to work with than not enough.

I also order the dwarves to collect webs, so they'll clean up these titan webs on the surface. We occasionally bump all the way up to 16 FPS, but the game falls back down to 9 as soon as it notices I've noticed.)

Vuohiparta is STILL collecting materials. We're into late summer now, and Haerdalas has the books in order again. We're not lacking for booze, so I'm not sure why it takes so long to get any walking done, but there it is. He's got an awful lot of jewels, so hopefully it'll be a valuable artifact, whatever it ends up being. And another master metal crafter is never a thing to sneeze at.

Sweet, he's snagged a Nether-cap log and started work. We'll see what he gets soon.

I am going to KILL HIM. Vuohiparta, for some insane reason, has created this:

Zagodiggal, "Griptraps" a adamantine mini-forge. This is a adamantine mini-forge. All craftsdwarfship is of the highest quality. It is encrusted with rectangular rhyolite cabochons, studded with adamantine and encircled with bands of reindeer leather. This object menaces with spikes of nether-cap. On the item is an image of pearl millet plants in Reindeer bone. On the item is an image of dwarves in Sphalerite. The dwarves are laboring. The artwork relates to the foundation of Murderflood the Channels of Melting of The Stirred Irons in the early spring of 200. On the item is an image of briolette cut gems in milk quartz. On the item is an image of mangroves in yellow spessartine.

For some reason this bloody hunk of junk is worth 753,600 dwarf bucks.

Haerdalas grabs me just before I can reach Vuohiparta, and leaves me impotently swinging my axe just an inch or so short of the target of my rage. I pull back for a throw and she steals it.

I've found my undead bait...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on June 23, 2016, 10:37:05 am

I've had... several drinks. I'm not sure what this stuff is, but in comparison, normal ale is diluted fruit juice. It ate through a mug. It'd already eaten through a barrel. It's been tucked away into a green glass pot. It seems only to be a minor issue, with a little bubbling off the bottom. 's good stuff.

Right, our undead beastie is fighting Giant Rat. It goes about as well as you might expected it to.

Trouble is throwing a tantrum. I'm not entirely sure who's problem this is, but I'm reasonably sure it's not mine. Sadly, though he's guilty of multiple counts of disorderly conduct, it seems none of them are worthy of a jail sentence, so he cannot be confined that way.

I'm going to try and expand the dining room a bit, stretching it out north over the fortress. I've heard a lot of complaints about it being cramped. So we're going to punch out the corner of the wall, and stretch some flooring out to the north. Then we'll move the walls, and recenter the room, spread the tables out a bit, probably into sets of four.

Ah ha! A siege of goblins! Excellent. Everyone inside! Troops! Go stand in front of the ballistae! Let 'em come to us! They've not brought any trolls, which is a good sign, and they're advancing in more or less order, which isn't really, but once we get them into the narrows on the bridge, we should be able to mince them but good. Trouble is busy throwing a tantrum. I've thrown him into the Order of Cactus. He's an unarmed, untrained wrestler. Hopefully he'll give the goblins trouble instead of me. That, or they'll make a fine mince out of him.

"We all ready? We're off to meet them. We'll stand them on the open field and crush them beneath our dwarven might! Doctor, go set up the hospital, I'm officially relieving you and your one good arm from combat duty."

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on June 26, 2016, 12:58:14 pm

Not many have lived to tell tales of a dwarven charge. But if you've never seen it, it's quite impressive. There are always the sprinters, the very fast dwarves who get there early, and get first in line, and then charge ahead of the pack. There are the marathoners, life long military dwarves who are aware that eventually the enemy will come to them. And the old timers, who while still enthused for a fight because they're dwarves and there's lots of booze waiting for the winners, prefer to let the whole fighting thing happen to others. And then the archers at the back wishing they were the other sort until they run out of bolts and become the other sort but with a not too stout stick instead of a sword.

Mostly it just looks like a ruckuss as we all fall over one another. But we spread out and go through the goblins like a sober dwarf through a brewery. One goblin falls into the moat, and tries to swim for it. I tell the Order of the Cactus they're welcome to amuse themselves and shoot at him until he goes up in smoke. The rest of us fall back and attempt to wash away the blood and bits. Some dwarves are more enthusiastic about spreading their enemies around than others, and not at all keen to share.

Well... at least we'll have some bits to sell to the caravan? I've noticed a flaw in masterwork clothing. It flags it as lost every time one wears out. Perhaps this is why fashion designers are all insane?

I notice that the cistern has gone dry. I'm not sure why, because we did go to the effort of topping it up. Unless of course it needs a roof. But that doesn't make much sense. Ah, the Caravan is here. We fill the depot with some finished goods and I go hunting for Nujux with a big stick in hand. The Merchants have brought a fair whack of stuff, on a whopping six wagons. Of course the unloading takes so long Nujux wanders off for a snack. Can't honestly blame them.

We get nearly everything, except for a few bits of stupidly expensive clothing, and they leave with a profit. The margins are tremendous.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on June 27, 2016, 10:44:49 pm

The fortress continues, uninterrupted. Dwarves flow back and forth, hauling away the absolute mountain of goods from the trade depot. (I find it amusing that the only thing that gives my computer pause is trying to display the amount of blocks hanging around this fortress. According to the estimate, we've used nearly 15,000 blocks in and around the fortress. Wow.

I've designated quite a bit of material for melting down, including the spare anvils we have. We've got enough forges we can rebuild if we have to, but all that iron and steel can be better put to use for stabbing people. And by people, I mean elveseses.

We get more vile mist, but it buts up against the walls, and dissolves the moment it's over the magma. I can't quite say we've TAMED the lake, but it's sure less a nuisance than it used to be.

Ah, the liason has finally cornered the mayor... or the duchess. I can't tell which from this angle, but he's got someone. Now it's safe to slip close. The world is the same as ever. How... helpful. I throw a party, in an effort to raise the mood. We're also finishing off the expanded Dining Room. There we are. Now it's twice the size, and has more room between the tables. Each table seats four, and that should stop the complaints about it being cramped.

Aside from more misting, there's little activity on the lake, or indeed anywhere else in the fortress. The long walk to winter has finished and it is nearly upon us. I'm getting ready to make the fortress ready for the next overseer.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on July 01, 2016, 07:17:54 pm

Despite the size of the previous gaps, I feel it only right I apologize for this one. I completely forgot I hadn't finished the turn last time. :P

Winter of 212: Reign of Triaxx2 (2)

Other than a bit of partying, and quite a bit of Vile misting, nothing interesting seems to be going on.

Err... bugger. The Forgotten Beast Boratolon Ususapa has come! A towering hairy Tarantula. It has a pair of squat antennae and it belches and croaks. It's carmine hair is unkempt. Beware it's Poisonous Bite!

Fortunately, it's on the outsides of the trap corridors, so hopefully it will go and fight the undead. Downside is it's likely to end up undead itself. Great...

Yup, it's undead. Happily, it's no longer my problem. Sod this, next!

Finally finished. Okay, packed up and the save uploaded. (http://dffd.bay12games.com/file.php?id=12209) Good luck.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on July 02, 2016, 04:40:23 am

It's my turn now right?

Looks like I'll get to continue the misadventures of the dwarves of the Channels of Melting.

I hope I have the time to make it a good turn. No promises, I've not been DFing at all recently but I will do the best I can. At least the FPS problems should be somewhat alleviated by the new laptop I bought recently. I've not really been following the thread. Anything I should know?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on July 02, 2016, 07:33:03 am

Haerdalas made the most useless artifact I've ever seen. We've collected another undead forgotten beast. I'm thinking we might just have to admit the caverns are a lost cause.

Rats. I set up a workflow thing so we'd keep producing green glass discs, sand bags, and mechanisms. Might want to turn those off, since I forgot.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on July 03, 2016, 10:26:14 am

Save just downloaded, I don't really have time to play at the moment until Thursday rolls around. So just a heads up.

I haven't look at the state of our military (or anything else for that matter) but I do plan to make some headway in the caverns, either by dwarven ingenuity or sheer force of arms. I just hope FPS is reasonably bearable.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on July 03, 2016, 06:03:01 pm

I got us up to 9 FPS? Stablizes at 9 anyway. 16 if the game is feeling generous, but only if you're looking away. I got traps laid around the first bend in my hall, so if you can lure the FB's to the other guys spike room, the hallway should mince the remaining undead. The older FB is in bad shape, the new one less so.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on July 04, 2016, 08:16:11 am

Sorry about my lack of a turn. Life got pretty hectic after I took the turn on, and it all the fuss I kinda forgot I still had the turn to do.

Probably best if I don't take another turn after the last two attempts failed. I'll keep an eye on things though!

(Also, wasnt it Vuohiji that made the useless artifact, not me?)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **July 04, 2016, 08:27:14 am**

Quote from: Zuglarkun on July 02, 2016, 04:40:23 am

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The world is the same as ever.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Vuohijumala on July 04, 2016, 03:36:56 pm

Quote from: Haerdalas on July 04, 2016, 08:16:11 am

(Also, wasnt it Vuohiji that made the useless artifact, not me?)

Don't know about useless, but if you mean that GLORIOUS adamantine mini-forge with MAGNIFICENT adamantine studdings and STELLAR artwork, then it apparently was me.

Also, nice turn Triaxx!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on July 05, 2016, 06:15:54 am

Umm... yup, it was Vuohi. I suspect I'll have to edit that when I'm back from work. Can't have me wanting to kill the wrong dwarf.

Also you wasted Adamantine on something we can't use, and can't melt down.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **De** on **July 06, 2016, 02:49:39 am**

I'm guessing De probably died to the hill titan back on Urist's turn, and it sounds like his precious pet war bear went missing at some point as well. :'(

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on July 06, 2016, 05:12:48 am

t by. Vuonijumala on July 00, 2010, 05:12:46 am

Quote from: De on July 06, 2016, 02:49:39 am

I'm guessing De probably died to the hill titan back on Urist's turn, and it sounds like his precious pet war bear went missing at some point as well. :'(

I think they both should still be alive, although De might be missing a limb or two.

Quote from: Triaxx2 on July 05, 2016, 06:15:54 am

Also you wasted Adamantine on something we can't use, and can't melt down.

But think about the value of art. It's immeasurable! Someday, a goblin will excavate the long-forgotten ruins of Murderflood, and he'll find the adamantine mini-forge buried in the sand. He'll inspect it and look in awe at it's masterful craftsdwarfship, reminiscing about the days long gone by when the dwarves were still around, how they used to make lots of extraordinary crafts and how the elf-prisoners always said dwarves taste best when boiled in a cauldron for two days.

Then he'll propably throw the mini-forge back in the sand, kick it around a few times and piss on it. And the MAGIC of that moment will live on FOREVER!

Oh btw, how are our giant keas doing?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on July 06, 2016, 03:40:09 pm

I didn't see the Kea's on the list, but I wasn't specifically looking for them.

Art is fine, but if I can't bludgeon something with it, what's the point of it? The Venus de Milo, now that could do some damage.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **July 14, 2016, 03:31:51 pm**

poke

Zuglarkun, please be alive!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on July 16, 2016, 08:34:04 am

I've been busy (and tired) lately, slowly working my way through the turn. Apologies for the lack of updates.

Here's an update to tide things over until I can get a proper update going.

I reopened the wells on the surface that I dug up during my turn and sealed off Gwolfski's personal well (its a hazard really since its exposed to the cavern lake, can't have undead flying up through the well), also sealed off the magma cistern of the secondary forges with a well placed pond placement creating an obsidian plug, something I've been itching to do really, since, well a long time back.

I also rejiggered a bunch of other stuff (like our military schedules), removing extraneous weapon assignments (i appreciate the adamantine spear assignments, but getting these fellas to dual wield isn't helping matters. Besides they are all better skilled with their original weapons. Also Asmoth is wearing two layers of mailshirts, one steel, the other adamantine. I let that be since it looked like he will take my head off if I had any ideas about that.) Meanwhile, I am semi-naked due to lack of leather apparel for the crossbowdwarfs in the military. We also have a new artifact! A fire opal crown, which is other than the choice of base material, is plain and uninteresting.

I also made myself manager since Haerdalas II is neglecting to manage work orders in favor of more military time. Highly considering removing the militia from training in order to get stuff done, but I am rather conflicted on this since the greenhorns will need every bit of training I can squeeze in before attempting to breach the caverns.

EDIT: De is still alive, and a military leader to boot, though his left foot is gone. Giant keas are not reproducing, by which I mean all their eggs have thus far been unfertilized, trying to get that fixed. Anyone wants a status update on their dwarf?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on July 16, 2016, 02:07:12 pm

I tried to alternate the training assignments so some of the militia got training they weren't getting but that no one was on all the time.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on July 19, 2016, 04:21:49 am

"Hey Zuggles you dead?"

I rubbed my eyes as I rose from my bed wearily. It was Taupe.

"I have some things to speak with you about."

Well, I tried to gather my senses, sweeping away the webs of wooziness that still lay draped over my consciousness. Taupe informed me that the mantle of leadership had come back around to me. Huh.

Spoiler (click to show/hide)

Zuglarkun IV' Kûbukònul, "Zuglarkun IV' Lancedmirror", Construction Wrk

"I talked to my friend. I am not fond of this."

He doesn't feel anything talking with a friend. Within the last season, I

He doesn't really care about anything anymore.

Its been years since I've last lead the fortress, years of waiting and trying to grasp what the *hell* is going on with this place. Bereft of purpose after learning of the fall of the capital, I have been indulging my sense of powerlessness and despair by throwing myself at work day after day. Well no longer. The mantle of power has come around, and I plan to seize it with both hands!

Unfortunately, seizing the mantle of overseership is like trying to fish for carp. Once you catch it, it tends to slip away from your grasp. But worse of all, it might take the opportunity to bite your face off.

1st Granite

I had plans. Plans within plans. But I needed the might of the Usânlåluth military to carry out these plans of mine. Thus it was my first priority to make an inspection of the military, to make sure the foundation of my plans would not go awry.

Spoiler (click to show/hide) The Military of Usânläluth Enter: Del item U: View/Customize U: Assign uniforms P: Pri/Assignments A: Armor L: Legs H: Helm G: Gloves B: Boots S: Shield W: Weapon M: Material C: Color r: Replace clthng m: Exact matches SQUAD POSITIONS POSITION UNIFORM SQUADS/LEADERS Asmoth's Amazons The Snarling Knives 'De' Dastttskm, mlt cptn metal breastplate
Abn Zkldmt Tlshvtk Lïd, leather cloak
Zaneg Tunalåth, Peasant mail shirt
Fikod Nokimkn, Admostrtr metal helm
Otin Kûbukasiz Ithmunku leather bood The Cobalt Charms 4. The Eternal Boulders Atir Kûbukasiz, Lthrwrkr leather hood Solon Unblåth, Crftsdwrf metal greaves Thob Udarkûbk, Pmp Oprtr metal gauntlet Adil Lokumistbar, Plantr metal low boot Mebzuth Domasvúsh, Mason shield Order of Cactus The Empty Quivers 10. Stukos Dodókidsh, Tmstr battle axe =adamantine spear= p: Positions a: Alerts e: Equip n: Uniforms u: Supplies f: Ammunition s: Schedule ESC: Done 234689: Move selector

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The Military of Usânlâluth
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3. Zaneg Tunalåth, Peasant leather cloak
4. Fikod Nokimkn, Admostrtr metal helm
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                       harms
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                                       5. Atír Kûbukasiz, Lthrwrkr leather hood
6. Solon Unblåth, Crftsdwrf metal greaves
7. Thob Udarkûbk, Pmp Oprtr metal gauntlet
8. Adil Lokumistbar, Plantr metal low boot
9. Mebzuth Domasvúsh, Mason shield
10. Stukos Dodókidsh, Tmstr battle axe
Order of Cactus
The Empty Quivers
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The Military of Usânlåluth
                                                                                           P: Pri/Assignments Enter: Del
B: Boots S: Shield W: Weapon
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SQUADS/LEADERS
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                                                 SQUAD POSITIONS
Asmoth's Amazons
The Snarling Knives
The Cobalt Charms
The Eternal Boulders
Order of Cactus
The Empty Quivers

1. Bmrk Mnmmtl, Hd Exctnr o metal mail shirt
2. Bsmr Zfnmth Omrstdmshzk metal breastplate
3. 'Hrdls I' Nfkddm Gïsstrt leather cloak
4. Sbrk Mssdts Arthdb Gkl, metal helm
5. Zefon Lekgusil, Wrestler leather hood
6. 'Uhprt' Mlblds, Swrdsdwr metal greaves
7. Goden Mengshigós, Clothr metal gauntlet
8. 'Bltz Gmr' Nsgklrbm, Trv metal low boot
9. 'smth' Rgòthush Bthsêstm metal shield
10. Dumat Utbarshem Foggur short sword
                                                          Dumat Utharshem, Engrur short sword
                                                                                                                  ≡adamantine spear≡
```



Well whoever did the weapon assignments did not do a good job I fear. I understand the sentiment of utilizing our shiny new adamantine spears for combat, but you'll have to get rid of the previous weapon assignment first. As a result, the new recruits are hardly adequate in their spear training. I fear I will have to revert them back to their original weapons which they are more skilled at.

Asmoth on the other hand had a different sort of problem.



He had 2 sets of mailshirts on; a steel one and an adamantine one. I tried to convince him that one was enough and that other dwarves needed the armor, but he insisted on staying the course. Those damn nobles. I don't even have much of any clothes! Got to get the manager to make more clothes for the crossbow dwarves.

It seems our chief medical dwarf was also not involved in any capacity with diagnosis or anything. I insisted she take up a starter course from Logem, the only other qualified doctor here in Usânlåluth. I sent Zas on a mission.



There were some weird designations in place.

Spoiler (click to show/hide)



5th Granite

society...

Spoiler (click to show/hide)

Tosid Athelcudïst Ralmeb Arkoth, militia captain cancels Dump Item: Taken by mood.
Tosid Athelcudïst Ralmeb Arkoth, militia captain withdraws from

Hmmm... Tosid has been behaving oddly recently.

Tosid Athelcudïst Ralmeb Arkoth has claimed a Jeweler's Workshop.
Tosid Athelcudïst Ralmeb Arkoth has begun a mysterious construction!

Tosid Athelcudist has claimed a jeweller's workshop. He hauls a fire opal into the shop and begins secretively working on his magnum opus.

<u>Spoiler</u> (click to show/hide)

Tosid Athelcudïst Ralmeb Arkoth has claimed a Jeweler's Workshop.

Try you as might Tosid, but nothing escapes from the all seeing overseers eye!

6th Granite



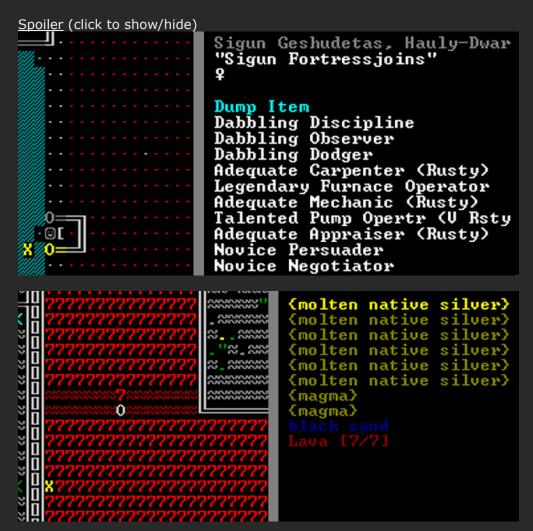


Zefon Lekgusil has filled the pond area as instructed. Inadvertently making an obsidian wall that blocks off the magma from draining out of the forge area.



Praise Armok! That building flaw had been bothering me for awhile, now the moat can drain and it will not affect the forge operations one bit. Later on, I ordered the reindeer butchered for meat, they were steadily growing in number, besides the place stinks of reindeer musk.

Meanwhile, corpse hauling continued.



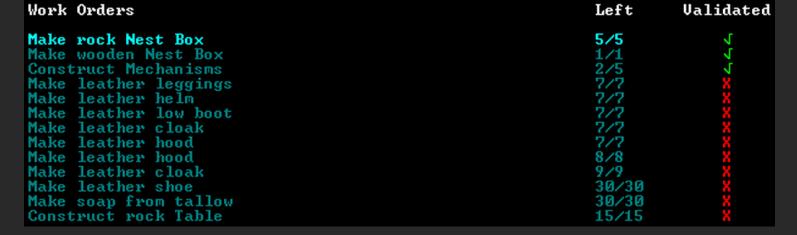
Yeah, we don't think much of the worth of silver apparently. Some of the corpses I recognize from my turn at overseer years ago. Sigun the hauly-dwarf works hard at the task, alone. At least he goes about his task earnestly.

Spoiler (click to show/hide)

```
Sigun Geshudetas, "Sigun Fortressjoins", Hauly-Dwarf
"There's no room for mercy in this world."
```

No mercy for corpses!

Meanwhile, the work orders kept piling up. Spoiler (click to show/hide)



I named myself manager because Haerdalas II is simply neglecting filling in work orders in order to train.



"Zuglarkun IV' Kûbukònul, Co
"Zuglarkun IV' Lancedmirror
Manager, &

Manage Work Orders
Proficient Marksdwarf
Dabbling Armor User
Dabbling Siege Operator
Proficient Discipline
Novice Observer (Rusty)
Dabbling Fighter
Proficient Archer
Novice Butcher
Dabbling Grower

Spoiler (click to show/hide)

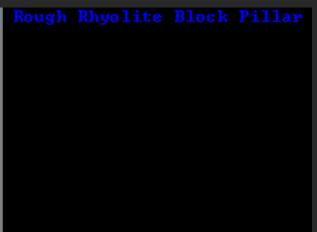
Adil Lokumistbar, "Adil Spearrose", Planter

"It's better to work alone when possible, I think. Cooperation breeds weakness."

You tell them *Adil*! Can't take your eye of a single thing otherwise nothing ever gets done around here.

Further inspection of the fortress reveals some glaring building flaws. As a result, I walled off Gwolfsky's personal well.





It opens up into the caverns and can prove to be a strategic liability to our defenses should some critter discover the path and try to fly or climb up through the well. Besides, it will encourage everyone to use the wells i made on the surface (that nobody managed to figure out how to operate after all these years). Speaking of which...



"CrAzy UriST' Tributetheate

Pull the Lever
Adequate Hammerdwarf (Rusty)
Talented Shield User (Rusty)
Competent Armor User (Rusty)
Expert Discipline
Legendary Observer
Adept Fighter
Skilled Wrestler (V Rusty)
Skilled Biter (V Rusty)
Talented Striker (Rusty)
Proficient Kicker (V Rusty)

CrAzY UriST' Amnekstinthäd,



There. Communal property over personal property! Stop living and behaving like humans you dwarven dregs!

obsidian Floor Hatch



See! The well works!

I plan to assault the third caverns soon(I won't bother with the second caverns as we already have traps in place there), so I've ordered Imic to construct the iron gates at the breaching point so we can at least retreat and regroup lest we are overwhelmed.



I rearranged the training rosters so that the inexperienced militia are given priority to train over the elites. We'll need all the training we can get for these greenhorns before we commence the assault on the caverns.

10th Granite

Spoiler (click to show/hide)

```
Tosid Athelcudïst Ralmeb Arkoth, militia captain has created íkthaglashëd, a fire opal crown!

Press Enter to close window
```

```
Tosid Athelcudïst Ralmeb Arkoth, "Tosid Ringscalded the Silvry Inch of Pr
"I shall name you Squeezeprophet. That was very satisfying!"
He feels satisfied after creating an artifact. Within the last season, I
```

Tosid Athelcudist Ralmeb Arkoth has created ikthaglashed, Squeezeprophet! A fire opal crown, worth 36,000 \$!

```
<u>Spoiler</u> (click to show/hide)
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```
íkthaglashëd, "Squeezeprophet", a fire opal crown

This is a fire opal crown. All craftsdwarfship is of the highest quality. It is encrusted with radiant cut fire opals.
```

Spoiler (click to show/hide)
Endok Kikrostlun has grown to become a Dwarven Child.
The Stray Reindeer Bull (Tame) has been slaughtered.

A day later, and Endok Kikrostlun has grown to become a dwarven child!

Spoiler (click to show/hide)

"I've been praying to Limâr Goldway."

He is the son of Thob Creviceflags and Sarvesh Ringedlocks. He is a worshipper of Limâr Goldway, a worshipper of Egul Judgesystem and a casual worshipper of Vakist the Meandering Lutes.

He is a citizen of The Stirred Irons. He is a member of The Channels of Melting.

He is one year old, born on the 11th of Granite in the year 212.

Endok is now a year old, the sixth child of *Thob Nunursolon*, engineer and *Sarvesh Atheldolil*, doctor. Already the poor child is getting used to tragedy.

Spoiler (click to show/hide)

when he's angry. He needs alcohol to get through the working day and can't even remember the last time he had some. He is getting used to tragedy.

Time to get indoctrinated into the ways of Usânlåluth you pup!

14th Granite

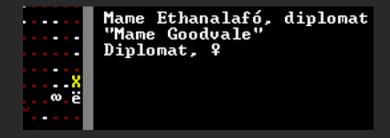
Spoiler (click to show/hide)

A elven caravan from Alu Inó has arrived.

An elven caravan has arrived from Alu Inó. Those damn elves, taking their own sweet time making their way from the southwest on their pack animals. They better have brought something worthwhile to trade!

Spoiler (click to show/hide)

→A elven diplomat from Alu Inó has arrived.



The elf diplomat arrives from the northeast, how they navigate their way through these treacherous wastelands is something I'll never know nor something that they would reveal to us.

17th Granite

The merchants have arrived and are unloading their goods.

Well, there wasn't much of anything worth in their stocks. Whatever. There was trash I needed to get rid off anyway that they would gladly accept. Trash for trash! I got the military to get off their collective asses to help with the hauling, which meant hunting down the last assigned barracks we have and disabling it and removing everyone from their training schedules.

"Everyone hauls! No exceptions!"

22nd Granite

Spoiler (click to show/hide)

The duchess Ilral onulikthag of Murderflood meets with the Elf diplomt Mm

Mame Ethanalafó: Greetings from the woodlands. We have much to discuss.

The elf diplomat convenes a meeting with the duchess.

The duchess Ilral onulikthag of Murderflood meets with the Elf diplomt Mm

We elves are partial in particular to the trees in the forests surrounding your lands. Although we are loath to spare a single branch to your senseless slaughter, we are willing to ask that you cap your tree-fells at one hundred until we next meet. I will try to return next year as I am able.

Ilral onulikthag:

- a We can grant this request. Let's discuss the specifics, though...
- b We cannot stop production just because of your quaint sensibilities.

```
The duchess Ilral onulikthag of Murderflood meets with the Elf diplomt Mm

We can part with at most 115 trees, butcher.

Ilral onulikthag:

a - We can abide by this. Let us work toward mutual co-existence.

b - Our needs exceed your allowances. Relax. They're only trees.
```

Yeah more tree talk nonsense. We granted them an audience. We don't even have 115 trees to chop down, unless we breach the caverns successfully, so yeah why not? Dumb elves.

Spoiler (click to show/hide)

The world is the same as ever.

Well, that was to be expected.

Spoiler (click to show/hide)

The duchess Ilral onulikthag of Murderflood meets with the Elf diplomt Mm

Mame Ethanalafó: Although we do not always see eye to eye (ha!), I bid you farewell. May you someday embrace nature as you embrace the rocks and mud.

23rd Granite

Spoiler (click to show/hide)

The fortress attracted no migrants this season. An animal has grown to become a Stray Reindeer Cow.

The Fortress attracted no migrants these season. Whoop dee doo daa why am I not surprised?

5th Slate

<u>Spoiler</u> (click to show/hide)

The *spiked silver ball* strikes The Giant Desert Tortoise in the upper body, tearing the muscle and chipping the middle spine's bone and bruising the nervous tissue!

The *spiked silver ball* strikes The Giant Desert Tortoise in the right front leg, chipping the bone!

A tendon has been torn!

The *spiked silver ball* strikes The Giant Desert Tortoise in the right front leg, chipping the bone!

A tendon has been torn!

The (silver maul) strikes The Giant Desert Tortoise in the left rear leg, bruising the muscle!

The (-giant silver axe blade-) strikes The Giant Desert Tortoise in the right rear leg and the severed part sails off in an arc!

The (-giant silver axe blade-) strikes The Giant Desert Tortoise in the shell and the severed part sails off in an arc!

The Giant Desert Tortoise rolls away from The spinning (*cmenacing silver spike>+)!

The (*cgiant iron axe blade>+) strikes The Giant Desert Tortoise in the head and the severed part sails off in an arc!

A giant desert tortoise wandered into our death traps. It did not survive.

9th Slate

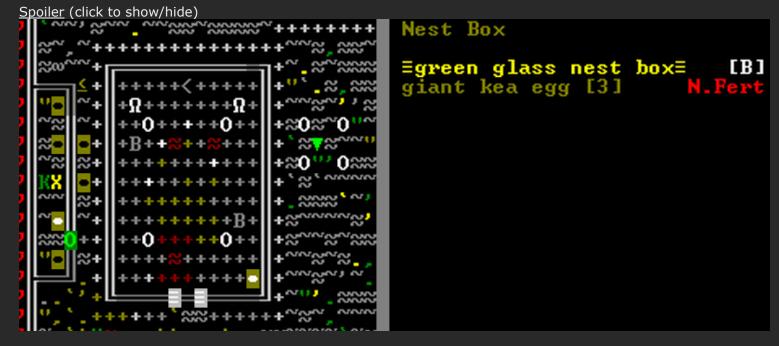
Spoiler (click to show/hide)
The merchants from Alu Inó will be leaving soon.
Stray Reindeer Cow (Tame) has given birth to a reindeer calf.

The merchants have announced that they are leaving soon. Damn it, there's still lots more trash to haul. I urged *Nujux* to conduct trade before the merchants scampered off.



```
Merchants from Alu Inó
 Amayi: Greetings.
                              We are
                                       enchanted by your more ethical works.
 come to trade.
 Amayi seems willing to trade.
                    Alu Inó
                                                                            Usânlåluth
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(clay loam)
(clay loam)
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3* 132Γ
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(grown chrry wd flt)
(-grown willw pccl-)
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x(cat leather robe)x
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                                                                                                     <1[
 v: View good, Enter: Mark for trade
Shift+Enter: Mark all goods for trade
                                                           v: View good, Enter: Mark for trade Shift+Enter: Mark all goods for trade
                                                           o: Offer marked to Alu Inó
 s: Seize marked, t: Trade
                                                              Search
     Search
Trader Profit: 31102*
                                 Value: 2905*
                                                         Value: 34007*
                                                                                Allowed Weight: 8945Γ
```

Nujux traded for a bunch of fruits trash, another grizzly bear, a giant moose cow (which was bloody expensive), a giant tiercel peregrine, a great horned owl, a wolf and a male giant snapping turtle. I don't know why we keep getting more animals when we already have the magnificent giant kea.



Hmmm got to do something about that.

13th Slate

Spoiler (click to show/hide)

The merchants from Alu Inó have embarked on their journey.

The merchants have left, along with all our trash upon their pack animals. Thankfully, most of the litter on the surface has been cleared now, all that is left is to dump these skeletons and corpses.

Spoiler (click to show/hide)

Thob Nunursolon, Engineer has given birth to a boy. cancels Store Item in Stockpile: Seeking Nunursolon, Engineer

```
Thob Nunursolon, "Thob Creviceflags", Engineer
```

"I gave birth to a boy. Such adoration I feel!"

She feels adoration after giving birth to a boy. She is blissful after becoming a parent. Within the last season, she was content after a bath. She

Thob Nunursolon gave birth to boy, Zulban Istbareral.

```
Zulban Istbareral, "Zulban Rosyvessels", Dwarven Baby
 "Mada..."
He is the son of Thob Creviceflags and Sarvesh Ringedlocks. He is a worshipper of Mostib, a faithful worshipper of Egul Judgesystem and a dubious worshipper of Vakist the Meandering Lutes.
He was born today, which makes him very young indeed.
He is short and muscular. His brass eyes are slightly rounded. His sideburns are clean-shaven. His very long moustache is neatly combed. His long beard is arranged in double braids. His long hair is tied in a pony tail. His splayed out broad ears are fuse-lobed. He has high cheekbones, and he has a deeply recessed chin. He has a high voice. His nose bridge is somewhat concave. His hair is russet. His skin is brown.
 Zulban Istbareral likes chromite, aluminum, pink tourmaline, llama wool and rings. When possible, he prefers to consume giant chinchilla, squid and tuber beer. He absolutely detests purring maggots.
Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, really respects
```

I tasked Blitz gamer with cooking all the reindeer meat we got from slaughtering. After much grumbling about not wanting to cook anymore, he gave up protesting and went to work. When I asked him about how it was all coming along, he replied rather sarcastically that, "this is a masterpiece. I am very SATISFIED."

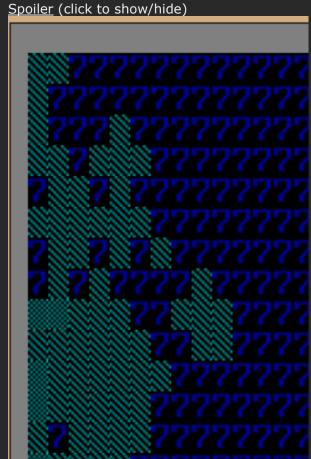
Spoiler (click to show/hide)

Blitz Gamer' Nisgaklorbam, "Blitz Gamer' Frostystandard", Traveller
"This is a masterpiece. I am very satisfied."

He feels satisfied at work. He feels satisfied after producing a masterwork.

Well. Life goes on in the fortress.

5th Felsite



You would think years spent here would have acclimated me to the sight of the vile mist emanating from the lake, but that is not the case. It is a most unnatural event, and when you observe the mist close up (No get back you dope! Not that closely!), you'll find it alarming to note that the mist seems to have a life of its own, at times flowing against the direction of the wind. I am certainly glad we have erected a barrier around us.

But what is more disturbing is the realization that certain forms of life aren't at all affected by the vile mist's husking properties. Like for example the equally disturbing flying lung fish that not only defies gravity but the effects of the vile mist. Truly a formidable opponent.

Spoiler (click to show/hide)

A cloud of vile mist has drifted nearby!
'Blitz Gamer' Nisgaklorbam has cooked a masterpiece!
'A cloud of vile mist has drifted nearby!

The alert goes up and another swathe of vile mist is sighted, near the haulers. On the northeast coastline.

Spoiler (click to show/hide)



Well Fuck. This can't be good. I order the items that they were assigned to dump to be forbidden.

Welp that did not help one bit, the haulers are already hauling the corpses merrily with nary a care in the world. Let's just hope that nothing goes wrong. I hold my breath in anticipation...



10th Felsite

Well so much for that. Surprisingly, nothing untoward happened.

In other news, the "unknown material" tables were filled in by normal tables.



It was then that someone spotted a ghostly apparition flying above us.

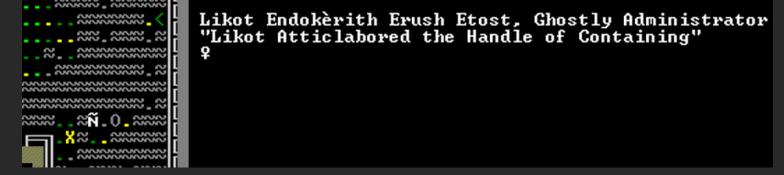


Some one identified the ghast as ${\it Tulon\ Daroslitast},$ Ghostly Teamster.

Consulting the records, it was revealed that *Tulon* was struck down by the desert titan *An Onshenurus Telingamud* a few years back.



Yeap I spot his corpse in the moat surrounding the bear temple. As i watched *Tulon* flitting about, I was alarmed at the appearance of yet another ghost; *Likot Endokerith Erush Etost*, ghostly administrator.



Likot died in year 211 as per the records. Worse yet, was the new arrival that I did not notice...

Well no danger from that front yet. I was content to let the monstrosity stew in the evil lake. Meanwhiile, I searched the slab stockpiles and sure enough, there was a slab for *Tulon* already engraved and good to go.

Spoiler (click to show/hide)

This is an exceptional slate memorial to Tulon Daroslitast. The slab reads "In memory of Tulon Daroslitast / Born 144 / Struck down by the desert titan ân Chantfells the Coastal Thunder in The Rampage of the desert titan ân Chantfells the Coastal Thunder in Murderflood in the year 210 / Loving wife / At one with cinnabar".

Unfortunately, Likot did not have a slab and his corpse was largely neglected all these years.

Spoiler (click to show/hide)



I order a slab engraved for the poor dwarf.

Spoiler (click to show/hide)

Tulon Daroslitast, Ghostly Teamster has been put to rest.

Soon enough, *Tulon* was put to rest.

16th Felsite



The traps were cleaned and the corpses above ground were all incinerated. I sensed that it was time. I could not tarry any longer. I activated the entire military and sent them down to the third caverns where the iron gates were. We were about to breach the third caverns and will need all the firepower to deal with the named gorlak and any undead that would block or interfere with the clearing of the entryway. We cannot take the risk of undead swarming in to the fortress.

Speaking of undead...

<u>Spoiler</u> (click to show/hide)

likot Endokèrith Erush Etost, Ghostly Administrator has risen and is

Spoiler (click to show/hide)

Likot Endokèrith Erush Etost, Ghostly Administrator has been put to rest.

olivine memorial to Likot Endokèrith Erush Etost

This is a masterful olivine memorial to Likot Endokèrith Erush Etost created by Rith Zuntîrlecad.
The slab reads "In memory of Likot Endokèrith Erush Etost / Born 146 / Went missing in the year 211 / Militia Captain of The Channels of Melting, 203 to 211 / Slayer of the Goblin Strodno Grayhorror / At one with graphite".

<u>Spoiler</u> (click to show/hide) τ.0 Duck' Lekmomuz, Miner Duck' Bristledcrypts" Creator of Ottanstinthäd, Dig Dabbling Discipline Dabbling Observer Skilled Miner (V Rusty) Dabbling Mechanic Dabbling Swimmer Adequate Persuader Adequate Negotiator Adequate Judge of Intent Novice Liar (Rusty) Adequate Intimidator b: Labor c: Combat m E M

As Duck went to clear the path for the breach, Otngebistra the gorlak came stumbling into the tunnels.



The Amazons dealt with the foe swiftly, dismembering it into many tiny pieces. A Molemarian corpse wandering nearby was also destroyed.

20th Felsite

Disaster averted! Massive chaos ensued as dwarves attempted to breach the safe perimeter in order to dump corpses or bury loved ones. Thinking quickly on my feet, i activated the burrows alert, forcing everyone back inside. I then extended the burrows til the perimeter wall, which was not fully dug out at the moment. The military took care of any unruly corpses wandering nearby as *Duck* came to clear out the mess.

Spoiler (click to show/hide)
The war Grizzly Bear latches on firmly!
The gorlak corpse struggles in vain against the grip of The war Grizzly Bear's teeth on The gorlak corpse's right upper leg.
The gorlak corpse pushes The war Grizzly Bear in the left front leg, bruising the skin!
The war Grizzly Bear scratches The gorlak corpse in the right upper arm, tearing the fat and bruising the muscle!
The gorlak corpse pushes The war Grizzly Bear in the upper body, bruising the skin!
The war Grizzly Bear bites The gorlak corpse in the right lower leg!
A tendon has been torn!
The war Grizzly Bear latches on firmly!
The gorlak corpse pushes The war Grizzly Bear in the right front leg, bruising the skin!
The war Grizzly Bear scratches The gorlak corpse in the head, tearing apart the muscle and bruising the spleen!
The gorlak corpse struggles in vain against the grip of The war Grizzly Bear's left eye tooth on The gorlak corpse's right lower leg.
The gorlak corpse pushes The war Grizzly Bear in the left rear leg, but there is no force!
The war Grizzly Bear scratches The gorlak corpse in the head, tearing apart the muscle!
The gorlak corpse pushes The war Grizzly Bear in the neck, bruising the The gorlak corpse pushes The war Grizzly Bear in the neck, bruising the

```
'De' Dastotteskom, militia captain: This is my fight too. There is no need to feel vengeful.
The militia captain stands up.
'De' Dastotteskom, militia captain: I have a part in this.
no need to feel vengeful.
  De' Dastotteskom, militia captain: I have a part in this.
                                                                                                                                    There is
no need to feel vengeful.
The militia captain strikes The gorlak corpse in the right foot with his Mamotginet and the injured part is crushed!

The militia captain strikes The gorlak corpse in the right upper leg with his (grown feather wood crutch), bruising the muscle!

The militia captain strikes The gorlak corpse in the right upper leg with the militia captain strikes The gorlak corpse in the right upper leg with
his Mamotginet, bruising the muscle!
The militia captain kicks The gorlak corpse in the right upper arm with his right foot, jamming the bone through the right shoulder's muscle and shattering the right shoulder's bone!

The militia captain strikes The gorlak corpse in the left lower leg with his (grown feather wood crutch), but the attack glances away!

The militia captain strikes The gorlak corpse in the head with his Mamotginet bruising the muscle shattering the skull!
Mamotginet, bruising the muscle, shattering the skull!
The militia captain strikes The gorlak corpse in the left cheek with his (grown feather wood crutch), bruising it!
The militia captain strikes The gorlak corpse in the right lower arm with
The Deadtrollslayer strikes The gorlak corpse in the right upper leg with
his (bronze shield) and the injured part is smashed into the body, an
unrecognizable mass!
The Deadtrollslayer strikes The gorlak corpse in the right upper leg with
his (bronze shield), bruising the bone!

The Deadtrollslayer strikes The gorlak corpse in the right lower arm with his (bronze shield) and the injured part is crushed!

The Deadtrollslayer strikes The gorlak corpse in the right lower leg with his (bronze shield), shattering the bone!

The Deadtrollslayer scratches The gorlak corpse in the lower lip, tearing the Deadtrollslayer scratches The gorlak corpse in the lower lip, tearing
the muscle!
'Triaxx II' Dùstikasën, Deadtrollslayer: I have a part in this. There
is no need to feel vengeful.
The Deadtrollslayer stands up.
The Deadtrollslayer stands up.
The Deadtrollslayer stands up.
The Deadtrollslayer stands up.
'Triaxx II' Dùstikasën, Deadtrollslayer: This is my fight too.
 is no need to feel vengeful.
The Deadtrollslayer strikes The voracious cave crawler corpse in the head
with his (bronze shield), bruising the muscle and bruising the brain!
The Deadtrollslayer strikes The voracious cave crawler corpse in the body
with his (bronze shield), bruising the muscle!
The Deadtrollslayer bites The voracious cave crawler corpse in the head,
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It was only through the heat of battle that I realized many of the newly drafted dwarves did not have appropriate weapons. Will have to postphone the invasion until we can get them all up to speed. Hmmm... the fortress records indicate that we should have enough...

```
Spoiler (click to show/hide)
                                                  Weapon Trap
                                                  (iron whip)
(silver scimitar)
*steel spear*
*steel battle axe*
*silver war hammer*
*silver war hammer*
                                                  *silver war hammer*
                                                  *silver war hammer*
silver mace*
                                                  ≡large, serrated green g
‰obsidian mechanisms*
    |ΩΩ+++++++ΩΩ||·······
                                                  f: Forbid d: Dump
    *****<del>*</del>******
                                                                             +-*/: Sele
                                                  Enter: View
     +++++<<++++
                                                      (-«-grown feather wood b [B]
                                                      (iron crossbow)
(iron great axe)
(silver two-handed sword
                                                      (silver halberd)
                                                     **steel short sword*

**steel spear*

**copper crossbow*

**silver war hammer*

*large, serrated green g

**obsidian mechanisms*

(copper arrow)

(copper arrow)
*************
   f: Forbid d: Dump
Enter: View +-*/:
                                                                                   m: Melt
Select
h: Hide
    *****<sub>mn</sub>*****
```

'Gwolfsky'FPS: 83 (23)lstisträs Bal, "'Gwolfsky' Brandhalls the Coppr Pl
"My goals are important to me."

GWOLFSKY!!!!!!! DAMN YOU MEDDLING NOBLES!

Well, no matter with the initial breach secured, we decided to retreat and regroup. Already more corpses had sensed the smell of dwarven flesh and were shambling towards the gateway.



I ordered the lever to be pulled.



We are safe. For now.

Further examination of the military reveals more inconsistencies that I overlooked.

Spoiler (click to show/hide)

Zefon Lekgusil, "Zefon Bristlecopper", Wrestler "I've been contemplating mercy." Within the last season, she was content after sleeping in a very good bedroom. She felt pleasure near a fine Floor Hatch. She felt pleasure near a fine Door. She felt pleasure near her own fine Bed. She felt pleasure near her own fine Cabinet. She felt pleasure after a sparring session. She didn't feel anything after seeing a yak cow die. She didn't feel anything after seeing a one-humped camel die. She is a worshipper of Zon and a casual worshipper of Vakist the Meandering Lutes. She is a citizen of The Stirred Irons. She is a member of The Channels of Melting. She arrived at Usanlaluth on the 24th of Slate in the year 203. She is ninety-six years old, born on the 10th of Limestone in the year 117. She is incredibly muscular. She has a very high-pitched voice. Her thin-irised brass eyes are wide-set. Her hair is wavy. Her very long hair is arranged in double braids. Her nose is slightly upturned. Her nose bridge is somewhat concave. Her left lower leg is gone. Her right upper arm is gone.

Zefon (crippled) was discharged from the military. He'll be a liability on the battlefield and we needed his hands working on the forges or the fields more than whatever feeble contribution he could muster on the military front.

27th Felsite

Some of the orders for the leather armor were completed. It feels good to finally not be naked. Also, Imic is marshalling the giant keas for war.



An animal has become a Stray war Giant Kea. Dumat Utharshem has become a Swordmaster.

Summer has arrived on the calendar.

EDIT: I may have gone way overboard on the pictures.

EDIT: Derp. Forgot about existence of spoiler tags. Fixed now.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on July 19, 2016, 05:55:16 am

Quote from: Zuglarkun on July 19, 2016, 04:21:49 am

27th Felsite

Imic is marshalling the giant keas for war.[/size]

In case anyone doesn't recognize the gravity of this: normal size Kea's eat cars (https://www.youtube.com/watch?v=fBdvRCkCNfo). I can hardly imagine the devastation a giant war kea would leave in it's wake.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on July 19, 2016, 06:07:47 am

Those odd designations are from DFHack's planning mode, so it'll throw up tables as soon as there are enough to install.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Imic on July 19, 2016, 06:10:27 am

WAR KEAS!!!!!!!!

Yes, i do read this. Sometimes.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: **De** on **July 22, 2016, 12:41:56 am**

Quote from: Zuglarkun on July 16, 2016, 08:34:04 am

EDIT: De is still alive, and a military leader to boot, though his left foot is gone. Giant keas are not reproducing, by which I mean all their eggs have thus far been unfertilized, trying to get that fixed. Anyone wants a status update on their dwarf?

Foot schmoot, all I want to know is how is my bear.

You do good work Zuglarkun, don't let anyone ever tell you different.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on July 22, 2016, 01:51:18 am

Quick update:

It is now autumn. The caravan has arrived and I am leading the military by cutting a swathe through caverns 3 undead population now. Aban has been seriously injured, not by undead but by being *ninjaed* in the face by magma crabs. Too many things to micromanage at once, while trying to take screenshots. Will take a short break and proceed to clearing the rest of the third caverns.

De -> Atir Swamphammers (your pet grizzly bear) is fine, sadly did not take part in the breach, and is at the moment chilling with the rest of the dwarven children in the memorial slab room.

Expect an update sometime tomorrow. Will try to finish up the turn asap, but will likely take longer than the allocated 2 weeks.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on July 23, 2016, 01:00:28 am

1st Hematite

Our steel supplies were running out. Though we have a few iron ores left and plenty of iron bars. We were constrained by our pig iron stores. Worse still, were our dwindling logs supplies meaning we had little to replenish our charcoal stores. But worse still was the flux. I set miners to this task immediately.



Make leather hood (7) has been completed.

Dumat Utharshem, Swordmaster cancels Pickup Equipment: Equipment
mismatch.

Make leather leggings (7) has been completed.

Tyrotechno' Azmololin has created a masterpiece *steel mail shirt*!

I've tasked *Pyrotechno* with forging more armor to make up for the deficit. Immediately, he has went ahead and made a masterpiece steel mailshirt.

Spoiler: Alert Intruder (click to show/hide)

Make leather leggings (7) has been completed.
'Pyrotechno' Azmololin has created a masterpiece *steel mail shirt*!
'Blitz Gamer' Nisgaklorbam has cooked a masterpiece!

→Thief! Protect the hoard from skulking filth!
s: Search
z: Zoom to location Announcement Date: 4th Hematite, 213

A thief! Wait what? A thief? Now? I haven't seen those fellas since...



Asmoth makes a trio of masterpiece steel battle axes for the cobalt charms. And... now it looks like we've run out of steel. Great, have to get the smelters working on the double.

12th hematite

Spoiler (click to show/hide)

Ilral onulikthag, duchess of Murderflood canc Needs melt-designated item. A human diplomat from Usmenbehal has arrived.



A human diplomat from *Usmenbehal* has announced his arrival.

16th Hematite

The human diplomat *Eri* convenes with our duchess for a little *'chit chat'* they call it. I listened in, but there really wasn't much news of note. So this is what humans deem as politics eh? Sitting around and doing a bunch of nothing. Hah!



The duchess Ilral onulikthag of Murderflood meets with the Human law-givr Eri Imbohiñer: Greetings, noble dwarf. There is much to discuss.

The duchess Ilral onulikthag of Murderflood meets with the Human law-givr

It's such a pleasant place you've carved out for yourselves...

a - Finish peeking in on conversation.

The duchess Ilral onulikthag of Murderflood meets with the Human law-givr

Months ago Histek Rusticclout became lord of The Coalition of Groups, replacing his father Rosmic Alliedfire. Months ago Jalew Jewelfilled became lady of The Fellowship of Doctrine, replacing her father Ilosp Yawnloved.

The duchess Ilral onulikthag of Murderflood meets with the Human law-givr

Eri Imbohiñer: It has been an honor, noble Ilral ònulíkthag. I bid you farewell.

17th Hematite

Spoiler (click to show/hide)

A human diplomat from Usmenbehal has arrived.

'Blitz Gamer' Nisgaklorbam has created a masterpiece *kangaroo cheese roast [16]*!

It has started raining.

'Blitz Gamer' Nisgaklorbam has cooked a masterpiece!

'Blitz Gamer' Nisgaklorbam has created a masterpiece *sheep cheese roast [11]*!

'Blitz Gamer' Nisgaklorbam has cooked a masterpiece!

A masterwork of Flame III' Asteshrutod has been lost!

'Blitz Gamer' Nisgaklorbam has cooked a masterpiece!

Blitz Gamer' Nisgaklorbam has cooked a masterpiece!

Goden Mengshigós has become a Swordmaster. A human caravan from Usmenbehal has arrived.

The human caravan from *Usmenbehal* has arrived, hot on the diplomat's heels, and *Edzul* has once again been re-elected, the lucky bastard

Spoiler (click to show/hide)

A human caravan from Usmenbehal has arrived.
Goden Mengshigós has become a Clothier.
Onol Lolokcog has become a Woodcrafter.
Tosid Athelcudïst Ralmeb Arkoth has become a militia captain.
Dumat Utharshem has become a Engraver.
PEdzul Ellestolin, mayor has been re-elected.

Spoiler: wait, what (click to show/hide)



Clear Rain

I've received a most curious report from the watchers. Erm, the rain (at least I hope its the rain) seems to have caused the lava moat to spout off bursts of steam clouds. Is this normal? The moat is not gonna erupt on us or anything is it?



Spoiler (click to show/hide)

*Blitz Gamer' Nisgaklorbam has cooked a masterpiece!

*Blitz Gamer' Nisgaklorbam has created a masterpiece *strawberry plant roast [10]*! Kivish Lokumsebïr, Planter cancels Pickup Equipment: Equipment mismator of vile mist has drifted nearby! vile mist uuu 700000 _ 000000 0700 17000 _ 000011 _ 000 _ 000700 arra 2777 VOCANONA VOT VI NOON ... NOON LUNNING CONTROL CONTROL CONTROL Outside Li

As if in synchronization with the bubbling lava, a cloud of vile mist has been spotted emerging from the lake!

ESC: Done

9th Malachite

<u>Spoiler</u> (click to show/hide) èrith Kogantad has become a Planter.
Atír Kûbukasiz has created a masterpiece *cave fish leather hood*!
'Blitz Gamer' Nisgaklorbam has cooked a masterpiece!
Make leather hood (8) has been completed.
The fortress attracted no migrants this season. Yeah yeah no migrants. What's else is new?

12th Malachite

Spoiler (click to show/hide) The fortress attracted no migrants this season.

'Blitz Gamer' Nisgaklorbam has cooked a masterpiece!

'Blitz Gamer' Nisgaklorbam has created a masterpiece *strawberry plant roast [9]*!

Make leather cloak (9) has been completed.

'Blitz Gamer' Nisgaklorbam has cooked a masterpiece!

'Blitz Gamer' Nisgaklorbam has created a masterpiece *strawberry plant roast [6]*!

'Blitz Gamer' Nisgaklorbam has created a masterpiece *whip vine flour roast [21]*!

Stukos Giginshorast Letmosduthtish Iklist, Gem Setter has been stung by a honey bee!

Bomrek Misrakust, Pump Operator cancels Pickup Equipment: Equipment vile mist has drifted nearby! vile mist ~ U 222 22 27 22 V 222 www. 200 COCO COCO rrrr rrrr ≈.∞≈≈.≈≈.≈ 1000010 0 0 0 ... _ ನನನನನನನ_{_} ಅನನನನನ rrrr VV WWWWWW . . WW 77777 ACTON N CONON Outside Lig *777777* <mark>▼ _ ~~~~ ~~~~~ ~~~~</mark> _ ~~~~ uuu WWWWW "WWWWW rrrr ESC: Done Clear Rain

More vile mist. The lake seems to be in upheaval, almost desperate it seems, trying futilely to hinder my plans.

```
Merchants from Usmenbehal
  Timta: Greetings.
Let's make a deal!
                                            craftsdwarfship of the dwarves is unparalleled.
 Timta seems willing to trade.
                                                                                             Usânlåluth
                      Usmenbehal
                                                     2Г
39Г
7Г
2Г
                                                                         («cave spdr slk rp»)
(+pig tail fibr rp+)
  (bronze meat cleavr)
                                            50₩
                                                                                                                 130*
  (-«large iron pot»-)
(iron nest box)
                                                                                                                120*
150*
                                                                                                                             7277777277
                                          530×
                                                                                                                                   [T]
                                                                        ("alpaca wool rope")
(pig tail fiber rop)
(-"cpig tal fbr rp")
(-"cpig tal fbr rp")
(-pig tail fibr rp-)
                                          100×
  («-copper jug-»)
(bronze hive)
(+bronze slcng knf+)
                                            50×
                                                                                                                                  [T]
[T]
                                                                                                                  80₩
                                                    16<sub>L</sub>
                                            50×
                                                                                                                   90×
                                                      11
                                          150*
                                                                                                                 140×
  (large copper pot)
                                            20*
                                                     44Г
                                                                                                                  80₩
                                                                        (-pig tall fibr rp-)
(-gnt cv spdr slk rp
(pig tail fiber rop)
(-pig tail fibr rp-)
(+pig tail fibr rp+)
(+llama wool rope+)
(-pig tail fibr rp-)
  (-bronze pouch-)
(-«+irn bnng knf+»-)
(-copper bowl-)
(-«large bronz pt»-)
                                                     <1[
                                          100×
                                                                                                                 180*
                                                                                                                                   [T]
                                                     <1Г
                                          560*
                                                                                                                  80₩
                                                     <1[
                                            40×
                                                                                                                  80₩
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                                                     41 °C
                                                                                                                 100×
                                                                                                                             2Г
7Г
2Г
  (-copper jug-)
                                                       2Г
                                                                                                                  50₩
                                            4Ø₩
                                                                                                                                   [T]
                                                                                                                                  [T]
[T]
                                                                                                                 100×
                                                                         (-cave spdr slk rp-)
(-«llama wool rop»-)
                                                                                                                  60₩
                                                                                                                 480×
                                                                                                                                   [T]
  v: View good, Enter: Mark for trade Shift+Enter: Mark all goods for trade
                                                                        v: View good, Enter: Mark for trade
Shift+Enter: Mark all goods for trade
  s: Seize marked, t: Trade
                                                                            Offer marked to Usmenbehal
  g: Search
                                                                       w: Search
Value: 71646*
                                                                                                Allowed Weight: 80898F
Trader Profit: 29196*
                                         Value: 42450☆
```

We traded away the rest of our trash for more iron goods to melt down. The rest of this grown elvish stuff that is untradeable? We're gonna incinerate it.

19th Malachite

<u>Spoiler: a visitor</u> (click to show/hide)

The Forgotten Beast Nuwetha Rafovì Asithi has come! A great hairy ankylosaurid. It has thin wings of stretched skin and it squirms and fidgets. Its dark olive hair is short and even. Beware its poisonous bite!

Press Enter

to close window

Nuwetha Rafovi Asithi, Forgotten Beast

"Nuwetha the Ruthlessness of Terror"

upper body
lower body
neck
head
right front leg
right front foot
left front foot
right rear leg
right rear leg
left rear leg
right rear foot
left rear foot
left rear foot
left wing

g:Gen i:Inv p:Prf w:Wnd z:St
ESC: Done f: Follow

By Armok's damp beard, the sudden appearance of this *the Ruthlessness of Terror* had me worried there, but the forgotten beast has wandered off in the sealed second caverns, so I don't think we ought to worry about it for now.

Spoiler (click to show/hide)

Nuwetha Zecaloèna Rafovì Asithi, Forgotten Beast
"Nuwetha Devildeep the Ruthlessness of Terror"

Enraged at all enemies!

g:Gen i:Inv p:Prf w:Wnd z:St
ESC: Done f: Follow v: Next

Well, *Nuwetha* has gone ahead and engaged in combat with the undead population down there, I guess we ought to cheer it on for thinning the crowd there. But it will be troublesome if it dies and reanimates.

it its

Spoiler (click to show/hide)

PS: 100 (23) Nuwetha Zecaloèna Rafovì Asithi

A great hairy ankylosaurid. It has thin wings of stretched skin and squirms and fidgets. Its dark olive hair is short and even. Beware poisonous bite!

Its neck is mangled beyond recognition. Its neck is gouting Nuwether Devildeep the Ruthlessness of Terror's forgotten beast blood. Its right wing is cut open. Its right wing is cut open. Its lower body is dented. Its upper body is bruised. Its left false ribs is mangled beyond recognition. Its upper spine is mangled beyond recognition. Its upper spine is mangled beyond recognition. Its guts is bruised. Its right front foot is dented. Its tail is dented. Its head is dented. Its left rear foot is dented. Its left rear leg is dented. Its right rear foot is dented. Its left front leg is dented. Its left front foot is dented.

Nuwetha isn't looking so good at the moment, leaving a trail of blood in its wake. Most likely the result of being covered in vile forgotten beast extract, its taken out several undead though, so all is good.

Spoiler (click to show/hide)



```
26th Malachite
Spoiler (click to show/hide)
 The Doctor misses The Honey Badger!
 The Doctor misses The Honey Badger!
The Doctor grabs The Honey Badger by the tongue with his right upper arm!
  The Doctor takes The Honey Badger down by the tongue with The Doctor's
 The Honey Badger stands up.

The Doctor releases the grip of The Doctor's right upper arm on The Honey Badger's tongue.

The Doctor punches The Honey Badger in the lower body with his right hand, bruising the muscle!
 The Doctor misses The Honey Badger!
  The Honey Badger collapses and falls to the ground from over-exertion.
Search

2: Search
Doctor Sarvesh has taken on a honey badger! The dumb beardling chased down and tussled with the honey badger before passing out
from exhaustion. Weak fool! You underestimate your own prowess!
Spoiler (click to show/hide)
 The Doctor grabs The Honey Badger by the second right front toe with his
The Doctor releases the grip of The Doctor's right upper arm on The Honey Badger's second right front toe.

The Doctor punches The Honey Badger in the head with his left hand, bruising the muscle!
 right upper arm!
 The Doctor grabs The Honey Badger by the left rear paw with his right
 upper leg!
The Doctor releases the grip of The Doctor's right upper leg on The Honey Badger's left rear paw.

The Doctor grabs The Honey Badger by the fifth left front toe with his might leven and
 right lower arm!
The Doctor releases the grip of The Doctor's right lower arm on The Honey Badger's fifth left front toe.

The Doctor grabs The Honey Badger by the throat with his right lower arm! The Doctor places a chokehold on The Honey Badger's throat with The Doctor's right lower arm! The Doctor's right lower arm! The Doctor strangles The Honey Badger's throat, tearing apart the hair!

The Doctor passes out from exhaustion.
                                                                                            "Sarvesh Ringedlocks"
upper body
lower body
                                                                                                                          Unconscious
                                                                          90000000
                                                                                            head
                                                 |0000000000000000
                                                                                            right upper arm
left upper arm
right lower arm
left lower arm
                                                                                           right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
                                        22
```

g:Gen_i:Inv p:Prf_w:Wnd z:St

Done

Well, I guess not. I guess that's taken care of itself. Good thing you didn't get yourself killed.

T WWWWWWW CON



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AND WAR ON CHANGANA AND WAR





Nuwetha has died from its wounds. Seems like overexposure to forgotten beast extract. That's the main reason why I am not risking an expedition down there and I'm instead tackling on the relatively safer third caverns first. Besides that, the presence of undead pond grabbers makes an expedition down there, *problematic*.

1st Galena



Who was it that ordered the dumping of this ammo bin of copper? Its full of bolts! Oh boy, Flame is going to be mad!

8th Galena

```
Spoiler (click to show/hide)
The Stray Goose (Tame) has been slaughtered.
*Kivish Lokumsebir, Planter has given birth to a boy.

s: Search
z: Zoom to location Announcement Date: 8th Galena, 213
```

Kivish Lokumsebir has given birth to a boy, Erush Oakendike.

Spoiler (click to show/hide)

```
"Ga!"

He is the son of Kivish Spearhides and 'Blitz Gamer' Frostystandard. He is a dubious worshipper of Zan, a worshipper of Zan and a worshipper of Mostib.

He is a citizen of The Stirred Irons. He is a member of The Channels of Melting.

He was born today, which makes him very young indeed.

He is short. His hair is curly. His short sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His protruding brass eyes are narrow. His small-lobed ears are extremely narrow. His teeth are gapped. His eyebrows are somewhat high. His head is somewhat narrow. His hair is russet. His skin is brown.

Erush Kinimush likes anhydrite, brass, sardonyx, cacao wood wood, short swords, bucklers, crowns and dogs for their loyalty. When possible, he prefers to consume giant kestrel, dwarven beer, bumblebee royal jelly and maize flour. He absolutely detests mosquitos.

He has an iron will, an amazing spatial sense, a very good feel for social relationships and a good kinesthetic sense.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, sees friendship as one of the finer things in life, believes that honesty is a high ideal,
```

"Strong fella this one is", I made a mental note to myself. "Good candidate to be drafted if he makes it to adulthood."

More vile mist... Will it ever relent? Oh who am I kidding, the mist has been kept at bay by our superior lava technology. We have nary a thing to worry about as long as we do not venture close to the accursed shoreline.

21st Galena

Urist Idtost and Taupe were not getting on in their training, being novice or dabbling in skill. Considering the impending circumstances, I removed them from their original squads and drafted them into a new spear squad along with Azula. At least they will get to use the adamantine spears and this will keep them out of trouble for now, for they won't be utilized in the upcoming battle. After checking each and every military dwarf, I'm fairly satisfied with the state of armament we have. The breach will be scheduled in the next month, once we get all this grown elven trash incinerated.

Autumn has arrived on the calendar.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on July 23, 2016, 08:45:13 am

Yay! Shit is happening! The fort is being cleaned!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on July 23, 2016, 04:58:39 pm

Wait why am I in the military and what the fuck is up with the smoke coming out of the moat?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: De on July 23, 2016, 10:54:24 pm

Quote from: Taupe on July 23, 2016, 04:58:39 pm

Wait why am I in the military and what the fuck is up with the smoke coming out of the moat?

Having recently read something like 30 pages of this thread playing catch-up, I don't think there's any aspect of the running of the fortress that Taupe hasn't had a hand in at this point. He's done pretty much everything at some point. I'd be interested in seeing his

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on July 24, 2016, 09:28:54 am

Quick poll:

Try to secure caverns 3 or try to kill as many undead in caverns 2 as possible while it is still my turn?

Taupe -> someone drafted you there before it was my turn, I could undraft you if you please.

De -> you'll be disappointed, Taupe's stats are pedestrian at best.

I'm at the tail end of autumn now, also I think the elves are going to be mad with us next year. We are close to breaking those imposed lumber limits and I don't see why we should stop :P

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: QuQuasar on July 24, 2016, 08:35:14 pm

Quote from: Zuglarkun on July 24, 2016, 09:28:54 am

Try to secure caverns 3 or try to kill as many undead in caverns 2 as possible while it is still my turn?

I'd probably suggest securing cavern 3 and maybe even trying to deal with the problem permanently.

If you can wall off the area under the lake so nothing can get in and die in there anymore, cavern 3 will be safe again, for a given value of "safe". At the very least the forgotten beasts and cave spiders won't be undead monstrosities as well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on July 25, 2016, 05:48:05 am

Definitely secure cavern 3.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: De on July 28, 2016, 05:22:30 pm

Quote from: Zuglarkun on July 24, 2016, 09:28:54 am

Try to secure caverns 3 or try to kill as many undead in caverns 2 as possible while it is still my turn?

Taupe -> someone drafted you there before it was my turn, I could undraft you if you please. De -> you'll be disappointed, Taupe's stats are pedestrian at best.

I'm at the tail end of autumn now, also I think the elves are going to be mad with us next year. We are close to breaking those imposed lumber limits and I don't see why we should stop: P

Jack of all trades, master of none. I get it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on July 28, 2016, 11:20:26 pm

SAVE (http://dffd.bay12games.com/file.php?id=12308) IS UP. Still 40.24, I hope FPS is better now after cleaning up somewhat.

If shit is not working, let me know. Also, I just realized I forgot to dorf all the newcomers.

Also, write ups to follow soon.

TheFlame52? If you will please?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Zuglarkun on July 29, 2016, 12:33:10 am

7th Limestone

Spoiler (click to show/hide)

'Morgan' âmlitast has grown to become a Peasant.

Morgan amlitast has come of age! Congratulations, we needed more workers especially since we were lacking a woodcutter, so grab an axe! You will be joining Nujux!

10th Limestone

"Come I've been expecting all of you." I beckoned to the dwarves that had came.

Though their faces were haggard, I could tell from their keen eyes that a smoldering fire had been lit in them. As they gathered around impatiently awaiting my word, I could sense that they were eager for battle.

The military captains gathered around the granite table and I laid out my plans for the breach to the third caverns.

"This is what we know of the layout of the caverns so far..."



"To the north of our breach position, is this- (I struggled momentarily to find the words to describe the landscape) -creeping eye plateau, infested with undead creeping eyes!" I motioned with my hands making exaggerated circling motions in the air. No one budged an urist.

"So once we breach the perimeter, this will be our first objective to secure." The captains gathered around fiddled with their beards and gave a slight nodding motion.

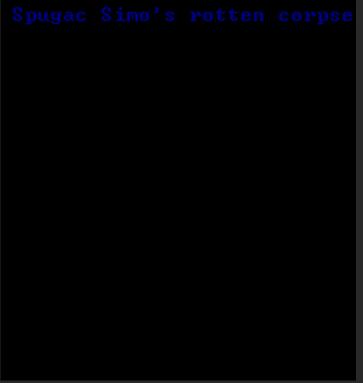
"The rest of the ranged squads will stay behind along with one melee squad to deal with any undead planning to flank us from the sides."

"From what we know-" I continued.

"-directly to the north of the plateau, hidden from direct line of sight on top of q spore tree canopy is Spugac Simo's rotten corpse."

Spoiler (click to show/hide)





"I caution all of you to avoid engaging this foe until all our numbers are gathered in full force. A flock of hungry head corpses are gathered behind it so be on the look out for them."



"To the south of our position, lies territories unknown to us. I will leave it to you all how to deal with the situation as you see fit, but I urge you all to stick together. It would be dangerous getting stranded and isolated in the winding tunnels taking on foes one at a time. We'll need to stick together and engage their forces with superior numbers to avoid losses, there is no telling what else lies beyond the darkness."

"We shall set off before the break of dawn tomorrow. May Armok bless the length of your beards!"

All the squads were activated, except for the fledgling fortunate lances. They were left to train on their own volition.



11th Limestone

Spoiler (click to show/hide)



With a clank, the iron gates were opened. Sarrak our commander was the first to sprint out of the gates, making a beeline for the gorlak corpse straight ahead.
Spoiler (click to show/hide)



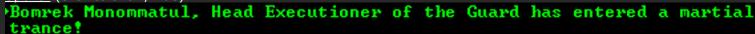
Kivish the marksdwarf (carrying erush her baby) were right behind along with De, erith, Goden and Imic. The undead corpse was quickly dealt with. We regrouped while erith wandered off somewhere with Atir the war grizzly bear.



Next up, came the rutherer corpse from our left flank. It withstood our punishment before backing off somewhat. Meanwhile, *Onol, De* and *Aban* raced off to the north to deal with the steady stream of corpses coming from creeping eye plateau. After the undead rutherer was dealt with, I took a risk and sent all the melee squads northwards to cut a swathe through the undead on creeping eye plateau, and to establish a foothold on the open ground there. I tweaked the alerts to allow retrieval of corpses of *erith Dakonkulet*, *Aban Tekkudthak*, *Dodok Udosimush* and *Mestthos Keltithleth*, as well as to allow the miners to open up the narrow tunnels near the entrance a little. We don't have much time too waste.

Oh no, a rutherer corpse was spotted from the left slopes; a blind spot in our defences. I ordered the squads to circle back.

Spoiler (click to show/hide)





Too late! *Blitzgamer*, *De*, *Bomrek* Headexecutioner and three others rushed forward to creeping eye plateau, while the rest heeded the call and circled back around to deal with the rutherer corpse approaching from the left flank. *Bomrek* enters a martial trance and takes on a horde of the undead fiends all on his own.



Once the rutherer was dealt with, the rest of the squads save the Snarling Knives and the crossbow dwarves were given the green light to forge ahead to creeping eye plateau. The knives were stationed back to prevent any blind side attacks from our flanks. Our marksdwarves report that there are another two rutherer corpses approaching from the south.

14th Limestone

Creeping eye plateau was decimated utterly. Undead body parts littered the ground in abandon, as the squads trod over the remains, keeping an eye out for further undead threats. I gave orders to regroup and march down southwards to flank from behind the undead approaching us from the left side.

15th Limestone

Spoiler (click to show/hide)

The outpost liaison Vucar Bakustkol from Edandatan has arrived. A caravan from Edandatan has arrived.

The outpost liaison and carvan from *Edandatan* have arrived. Damn it, I don't need a diversion now. The scouts warn that one of the rutherer corpses is dangerously close now... and engagement!



```
"Tosid Ringscalded the Silv
                                In a martial trance!, &
                                Station
                                Legendary Macedwarf
                                Legendary Shield User
                                Legendary Armor User
                                Legendary Discipline
                                Legendary Observer
                                Legendary Fighter
                                Legendary Wrestler
Expert Biter
                                Legendary Striker
Accomplished Kicker
                   |========
                   ========
                   c: Combat
                                            b: Labor
                                                       m: Mis
%
                                g:Gen i:Inv p:Prf w:Wnd z:S:
                                ESC: Done f: Follow v: Nex
```

Goden Mengshigós, Swordmaster has entered a martial trance!

```
The flying (\(\frac{\text{scopper}\) bolt\(\frac{\text{scopper}\) bolt\(\text{w}\) strikes The rutherer corpse in the left rear foot, tearing the muscle and bruising the bone!

A ligament has been torn and a tendon has been torn!

The Deadtrollslayer bashes The rutherer corpse in the left front foot with his \(\text{*silver}\) war hammer\(\text{**}\), chipping the bone!

The rutherer corpse falls over.

The rutherer corpse misses The Deadtrollslayer!

The flying (copper bolt) strikes The rutherer corpse in the right rear leg, fracturing the bone!

A tendon has been torn!

The rutherer corpse misses The Deadtrollslayer!

The Deadtrollslayer punches The rutherer corpse in the left rear foot with his left hand, bruising the muscle!

The rutherer corpse misses The Deadtrollslayer!

The Deadtrollslayer bashes The rutherer corpse in the neck with his \(\text{**silver}\) war hammer\(\text{**}\), bruising the muscle!

The rutherer corpse misses The Deadtrollslayer!

The Hammer Lord punches The rutherer corpse in the lower body with his left hand, bruising the muscle and bruising the guts!

The rutherer corpse misses The Hammer Lord!

The Deadtrollslayer bashes The rutherer corpse in the lower body with his left hand, bruising the muscle and bruising the guts!

The Deadtrollslayer bashes The rutherer corpse in the lower body with his
```

The crossbowdwarves let loose a hail of bolts while *Triaxx II* and hammerlords *Shorast* and *Thob* beat the undead rutherer down. *Kivish* decides to ignore my orders and instead circles around with *Erush* in one arm and flanks the rutherer from behind.

Meanwhile, the other 3 squads have completed the circle around and come down on the rutherer from the left hill, meanwhile a magma crab appears from the trap area and proceeds to smack *Adil* around with a glob of magma, searing off his nose and parts of his upper body and face.

Spoiler (click to show/hide)

The flying magma strikes The Axedwarf in the upper body!
The Hammer Lord bashes The Magma Crab in the right wing with his
Anurlisat, chipping it!
The Magma Crab strikes at The Hammer Lord but the shot is blocked!

```
PS: 100 (25) Adil Lokumistbar, "Adil Spearrose", Axedwarf
```

near his own fine Cabinet. He was proud near his own fine Bed. He was interested near a fine tastefully arranged Slab. He was interested near a very fine tastefully arranged Slab. He was interested near a fine tastefully arranged Slab. He was interested near a fine tastefully arranged Slab. He was interested near a fine Statue. He felt admiration near a completely sublime Well. He was content after a bath. He was content after having a pretty decent drink. He was blissful after sleeping in a very good bedroom. He didn't feel anything after seeing the giant desert tortoise die. He was horrified after seeing a wren man die. He was grouchy when caught in the rain.

He is the son of Mebzuth Guildheated and Zuntîr Waveinked. He is romantically involved with ezum Bronzenation. He is a worshipper of Zon and a dubious worshipper of Limâr Goldway.

He is a citizen of The Stirred Irons. He is a member of The Channels of Melting. He arrived at Usânlâluth on the 16th of Slate in the year 202. He is twenty years old, born on the 23rd of Hematite in the year 193.

His right ear is broken. His right ear is cut open. His upper body is running with Adil Spearrose's dwarf blood. His upper body is melted. His left cheek is dented.

He isn't tall but has incredible muscles. His eyes are brass. His eight are allowed and a large mountable in a cause of the city of the content of the co

He isn't tall but has incredible muscles. His eyes are brass. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His very long hair is arranged in double braids. His teeth are widely-spaced. He has a narrow chin. He has a high voice. His nose is gone. His hair is russet. His skin is brown.

The hammer dwarves converge on the magma crabs position and smack it back, while more crabs emerge from the molten depths below.



Adil retreats to recuperate, trailing a long trail of blood behind him, while the hammer dwarves guard the vent. The rest of the melee troops have gone in deep.

17th Limestone

Spoiler (click to show/hide)



Zas Lisedònul, Teamster
"Zas Markmirrored"
Has the aspect of one fey!,

Strange Mood
Adequate Hammerdwarf (Rusty)
Novice Armor User (Rusty)
Novice Discipline (Rusty)
High Master Observer
Adequate Fighter (Rusty)
Adequate Wrestler (Rusty)
Competent Striker (Rusty)
Competent Dodger (Rusty)
Legendary Miner
Dabbling Mason

c: Combat b: Labor m: Misc

Zas Lisedònul, Teamster cancels Drink: Taken by mood. Zas Lisedònul, Teamster is taken by a fey mood! Zas Lisedònul has claimed a Mason's Workshop.

Zas Lisdonul, Teamster is taken by a fey mood and has taken over a mason workshop. Meanwhile, we have smoked Spugac Simo's undead corpse from the treetops and are engaging it in battle.

Spoiler (click to show/hide)
Stukos Dodókidash, Teamster cancels Sleep: Interrupted by Spugac Simo's rotten corpse.
Bomrek Misrakust, Axe Lord has entered a martial trance!



Fikod Nokimken, Axedwarf
"Fikod Ochrewhims"

Kill Spugac Simo's rotten co
Expert Axedwarf
Skilled Shield User
Skilled Armor User
Professional Discipline
Legendary Observer
Great Fighter
Competent Wrestler
Novice Biter
Talented Striker
Novice Kicker

c: Combat b: Labor m: Misc

g:Gen i:Inv p:Prf w:Wnd z:St
ESC: Done f: Follow

The undead forgotten beast is impressive in its efforts, soaking up wounds like a sponge, but ultimately it is futile and is buried under a hail of blows.

An enormous hairy pterosaur. It has a pair of long antennae and it undulates rhythmically. Its midnight blue hair is patchy. Beware its fire!

Its right wing is fractured. Its right wing is cut open. Its right wing is builded. Its chind toe right foot is broken. Its thind toe, right foot is builded. Its chind toe right foot is broken its thind toe, right foot is builded. Its right foot is mangled beyond recognition. Its left ving is broken Its left wing is holden. Its right lover leg is broken Its left lover leg is broken. Its right lover leg is broken. Its right lover leg is bruilded. Its upper spine is mangled beyond recognition. Its creek is pangled beyond recognition. Its left lover leg is bruilded. Its upper body is bruilded. Its left long is bruilded. Its left lover leg is bruilded. Its upper body is bruilded. Its left long is bruilded. Its left long is bruilded. Its left lot is mangled beyond recognition. Its right encegnition. Its right encegnition. Its right encegnition. Its right long is mangled beyond recognition. Its right lover leg's foot is mangled beyond recognition. Its right long is mangled beyond recognition. Its right long is mangled beyond recognition. Its right long is mangled beyond recognition. Its right thus is gone. Its left lover leg's fat is gone. Its some its right lover leg's fat is gone. Its some its right lover leg's fat is gone. Its left lover leg's fat is gone. Its left lover leg's fat is gone. Its right wing bears at iny straight scar. Its left wing bears at in

18th Limestone



Spoiler (click to show/hide)

Adil Lokumistbar, Axedwarf has been found dead.



but so it *Adil Lokumistbar*, Axedwarf whom bled to death on the surface before ever reaching the hospital for medical attention. R.I.P. *Adil*, you will be missed.

Meanwhile, taking advantage of the brief reprieve, the haulers quickly reclaimed the corpses of our citizens for burial. Spoiler (click to show/hide)



22nd Limestone



The military went exploring the unrevealed southwest corner in full force. They came across numerous bugbat and hungryhead corpses, but nothing they couldn't handle.

Spoiler (click to show/hide)

Thob Lokumbomrek, Hammer Lord has grown attached to a silver war hammer? Rîsen Zaneglanlar, chief medical dwarf cancels Place Item in Tomb: Item inaccessible.
Rîsen Zaneglanlar, chief medical dwarf cancels Place Item in Tomb: Item inaccessible.
A cloud of vile mist has drifted nearby!

A cloud of vile mist has drifted nearby!

Thob has grown attached to her silver war hammer, whilst vile mist fumes on the surface, swirling around for victims but ultimately impotent against the bulwark of our magma dikes.

23rd Limestone



The keen eyes and ears of *Imic* alerted us to a passage far above us. Spoiler (click to show/hide)



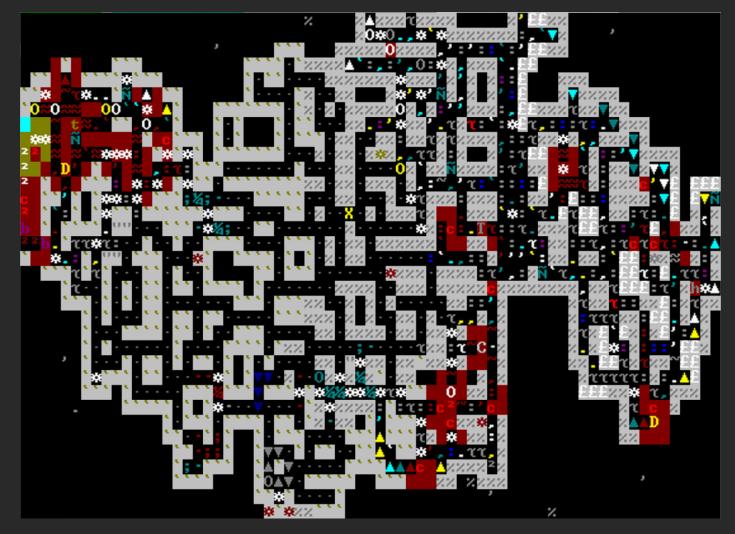
Up it went.



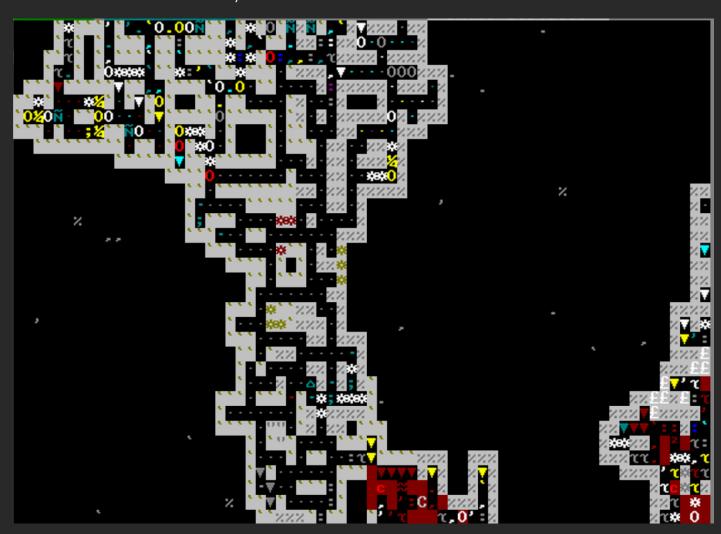
Beyond even the topmost reaches of the treetops.



And further still...



Til it reached the bottom most layer of the second caverns.



Where to the north...



Awaited an assembly of countless eyes and limbs twisted in a mockery of life.

Imic speculates that the echoes in that particular part of the caverns suggests that there is more space above. I surmise that it probably connects the second and 3rd caverns, no wonder there seemed to be less undead here in the 3rd than I remembered. They must have migrated upwards. I motioned for 2 squads to stay on alert below.

Besides that passage, everything seems clear in the 3rd caverns. Just a bunch of gorlak corpses behind passages sealed by trees left. I took the marksdwarves off stationing to help with the hauling. I also turned off the alert. Coast is clear. For now. But there is still the second cavern to tackle, and the worrying upper passage that links the 3rd cavern to the 2nd.

Spoiler (click to show/hide)

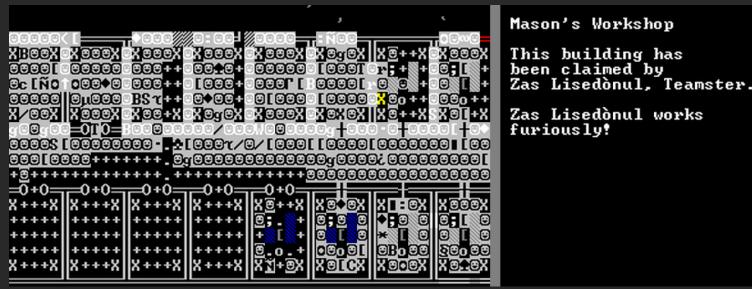
```
Merchants from Edandatan
 ion: Greetings from the Mountainhomes. Your efforts are legend there.
Let us trade!
Zon seems willing to trade.
                Edandatan
                                                                   Usânlåluth
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(sterling silvr brs)
(billon bars)
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                                      62Г
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                                                                                            53r
                                                                                  6554*
v: View good, Enter: Mark for trade
Shift+Enter: Mark all goods for trade
                                                     v: View good, Enter: Mark for trade
Shift+Enter: Mark all goods for trade
                                                     o: Offer marked to Edandatan
    Seize marked, t: Trade
    Search
                                                        Search
```

Meanwhile, Nujux bought out most of the caravan with our pricy prepared food courtesy of Blitzgamer. We procured steel, iron goods to melt down, more food cause why not, as well as bins of cloth.

26th Limestone

<u>Spoiler</u> (click to show/hide)

Zas Lisedònul has begun a mysterious construction!



Zas Lisedonul has gathered everything he needed and is working furiously at a mysterious construction.

We now know a few facts about Giant hamster training. Also another *Thob* has started the naming train again, growing attached to a copper crossbow.

Spoiler (click to show/hide)

The dwarves of The Channels of Melting now know a few facts about giant hamster training.

Thob Nunursolon, Mechanic has grown attached to a copper crossbow!

3rd Sandstone

Spoiler (click to show/hide)

Zas Lisedònul, Teamster has created Kastolrùkalonget, a rhyolite door!

Press Enter to close window

Zas Lisedònul, "Zas Markmirrored", Teamster

"I shall name you The Emancipated Eerie Turquoise. very satisfying!"

Kastolrùkalonget, "The Emancipated Eerie Turquoise", a rhyolite door

This is a rhyolite door. All craftsdwarfship is of the highest quality. This object is adorned with hanging rings of rhyolite and menaces with spikes of rhodolite, yellow spessartine, cave spider silk and brown zircon. On the item is an image of a gray langur in sheep wool. On the item is an image of a sorghum in rock crystal.

On the item is an image of dwarves in rhodolite. The dwarves are traveling. The artwork relates to the foundation of Murderflood by The Channels of Melting of The Stirred Irons in the early spring of 200.

Zas Lisedonul has created Kastolrukalonget, a rhyolite door!

The emancipated eerie turquoise sounds uncannily like the lake of evil we have here, but why emancipated? Unless...

Spoiler (click to show/hide)



'Zuglarkun IV' Kûbukònul, "'Zuglarkun IV' Lancedmirror", Construction Wrk

"I got caught in a miasma. How disgusting!"

He is disgusted after retching on a miasma. Within the last season, he

My train of thought was broken by a reeking cloud of miasma that had arisen from the countless corpses we stood on. Copious amounts of miasma are rising from the corpses and its clouding everything over in a purple fog of disgustingness.

Spoiler (click to show/hide)

mist has drifted nearby!

Well fuck you vile mist, we have plenty of miasma already, we don't need your damn husking mist now!

Spoiler (click to show/hide)

Mebzuth Domasvúsh, "Mebzuth Guildheated", Axedwarf

feels optimistic after being able to rest and recuperate Mebzuth (successfully checked in to hospital), has been able to rest and recuperate.

7th Sandstone

Spoiler (click to show/hide)

The mayor Edzul Ellestolin meets with the outpost liaison Uucar Bakustkol



We negotiated with the outpost liaison for large amounts of iron ore, charcoal, steel and iron supplies, some lye, flux stones and other stuff.

Spoiler (click to show/hide)

The world is the same as ever.

Of course, there is no news from the dwarves. Not that I expected any. I looked over the trade agreement, making note to procure these stocks next autumn.

Spoiler (click to show/hide)

| | Trade | Agreement | with | Edandatan | | |
|--|-------|-----------|------|-----------|--|-------------------------------------|
| Good | | | | | Price | Priority |
| maces backpacks anvils drinks goblets thread blocks footwear toys headwear musical instruments | | | | | 139%
210%
184%
212%
186%
135%
174%
175%
142%
157% | 101
10
101
101
101-
 |

Finally we bid *Vucar* farewell.

<u>Spoiler</u> (click to show/hide)

The mayor Edzul Ellestolin meets with the outpost liaison Vucar Bakustkol

Uucar Bakustkol: Farewell, Edzul Ellestolin. I look forward to our meeting next year. Our fortunes rise and fall together.

8th Sandstone

Spoiler (click to show/hide)

The fortress attracted no migrants this season.

I know. Stop reminding me we have done nothing to attract migrants. I'm working on it!

13th Sandstone



We have begun logging operations in the third caverns. *The Eternal Boulders* are on standby below the yawning chasm that connects the third caverns to the second in case of any mishaps. Undead are continuing to spawn sporadically from the garbled mess of limbs and bodies that lay strewn all over the third caverns. We must stay alert lest any unforeseen troubles arise.

14th Sandstone

Spoiler (click to show/hide)

```
Vosutost, bruising the muscle and bruising the upper spine's nervous tissue!

The Spugac Simo's rotten neck breaks the grip of The Mace Lord's upper front teeth on The Spugac Simo's rotten neck's neck.

The Spugac Simo's rotten neck breaks the grip of The Garbagedwarf's upper front teeth on The Spugac Simo's rotten neck's head.

The militia captain bashes The Spugac Simo's rotten neck in the head with his Mamotakir, bruising the muscle, fracturing the skull!

The Garbagedwarf bites The Spugac Simo's rotten neck in the head, tearing the muscle!

The Garbagedwarf latches on firmly!

The Mace Lord bashes The Spugac Simo's rotten neck in the throat with his Gulnasubas Amèrith, bruising the scale!

The Mace Lord bashes The Spugac Simo's rotten neck in the throat with her Vosutost, bruising the scale!

The Spugac Simo's rotten neck misses The Mace Lord!
```

Spugac Simo's neck (why a neck of all things?) has resurrected and is causing trouble down in the breach. Thankfully the macedwarfs stationed there have got the situation covered.

19th Sandstone

Spoiler (click to show/hide)

```
The merchants from Edandatan have embarked on their journey.

Vucar Udistmelbil, Pump Operator has been stung by a honey bee!

A cloud of vile mist has drifted nearby!

'CrAzY UriST' Amnekstinthäd, Wrestler has grown attached to a silver war hammer!
```

The merchants from *Edandatan* have embarked on their long journey, and reports also say that a cloud of vile mist has drifted over the lake along with *Crazy Urist* has growing attached to a silver war hammer.

22nd Sandstone





Dumping corpses is a dangerous venture, especially dealing with the heavier corpses that are prone to kick up clouds of magma mist. I've taken the precaution to dump the heavier corpses first, while I oversee the operations personally in order to prevent magma accidents.



Meanwhile, I've designated more trees for felling. At this point, I couldn't care less about the agreement we made with the elves earlier this year. I needed to secure a cache of logs for all the effort we made to secure the caverns. We have been without a sizable amount of logs for years! Also the giant keas aren't giving us fertilized eggs, though the giant snapping turtles are. I wonder if one of the pair is sterile?

25th Sandstone

Spoiler (click to show/hide)

'Morgan' âmlitast, Peasant cancels Fell Tree: Unconscious.
'Nujux' Udilmûthkat, broker cancels Fell Tree: Unconscious.



s: Search
'Nujux' Udilmûthkat, broker
nether-cap logs
blood thorn logs
black sand
Dense floor fungus

```
The broker's left upper leg takes the full force of the impact, but it is deflected by The broker's (giant raven leather robe)!
The broker's head takes the full force of the impact, bruising the muscle through the (cave spider silk hood)!
The broker regains consciousness.
The broker stands up.
The broker is no longer stunned.
The broker stands up.
```

```
The Peasant's right lower leg takes the full force of the impact, bruising the muscle through the (troll fur trousers)? The Peasant is caught in a cloud of black sand? The Peasant slams into an obstacle? The Peasant's upper body takes the full force of the impact, bruising the skin through the (cave spider silk cloak)? The Peasant is caught in a cloud of black sand? The Peasant regains consciousness. The Peasant stands up. The Peasant is no longer stunned.
```

'Morgan' âmlitast, "'Morgan' Speaktorch", Peasant

She is annoyed after choking on dust underground. She is confused after being knocked out during a cave-in. She feels satisfied at work. Within the

```
Nujux' Udilmûthkat, "'Nujux' Lanternmansion", broker

confused after being knocked out during a cave-in. He is annoyed choking on dust underground. He feels satisfied at work. Within the
```

a cave-in occured due to tree logging. *Nujux* and *Morgan* were knocked unconsciousness by the impact of the cave-in. Thankfully they only suffered bruises, nothing serious. At the rate we are going, the elves will be mad with us next year for willfully breaking agreements, not that I care of course.

Zas Lisedònul, Teamster

Its a flurry of activity down in the third caverns, with all the logging and hoarding of wood, as well as the hauling and incineration of offending corpses that have been down there for decades.

7th Timber

He is

after

With the third caverns more or less secured, I turned my attention to other matters.

"Zas Markmirrored"
Creator of Kastolrùkalonget,

Dig
Adequate Hammerdwarf (Rusty)
Novice Armor User (Rusty)
Novice Discipline (Rusty)
High Master Observer
Adequate Fighter (Rusty)
Adequate Wrestler (Rusty)
Competent Striker (Rusty)
Competent Dodger (Rusty)
Legendary Miner
Dabbling Mason

Like these adamantine deposits in the third caverns that we did not mine out in fear of breaching the caverns.

Spoiler (click to show/hide)

Taupe' Febunol, "'Taupe' Arrowsoul", Fields Supervisor, Keablaster

"Bah! I hope you aren't celebrating something."

Why no of course not dear Taupe! Why would we be celebrating? There is lots more work to do! *quickly hides mug of dwarven wine*

9th Timber

Spoiler (click to show/hide)

```
The Forgotten Beast Vesh Gedor has come! A gigantic skinless crocodile. It has wings and it has a gaunt appearance. Beware its poisonous sting!
```

Vesh Gedor has come! I've sent the Snarling Knives in as backup to the Eternal Boulders (which are currently stationed in the third caverns for occurrences just like this one).



Citizens (87) Pets/Livestock (63) Others (115) Dea

Wimad Palathxidel, Werebear
Uesh Gedor, Forgotten Beast
Raven

Berserk
Uninvited Guest
Wild Animal

OH GREAT. Werebear *Wimad Palathxidel* has come! Fuck you **RNG**! What is with this place and bears? The beast clambers over the black sand dunes just west to the trade depot entrance (*which is conspiciously open because of trade*) Damn it. No one nearby to reinforce. Oh wait, there's *De* melting stuff near the forges. Time to activate *Asmoth's Amazons* and the *Cobalt Charms* (*this is the reason why you have many squads and not one*).

Spoiler (click to show/hide)



De and administrator Fikod Nokimken whom had been conveniently nearby, rush to the defense of the fortress while a wolf attempts to hold off the Werebear.



Meanwhile, Vesh Gedor the Dust of Evil flys over our entire formation that are being hindered by the rock formations. The Dust of Evil lands smack dab in the middle of the group, right next to militia captain Tosid. Tosid kicks the Beast in the foot, before bashing the beast in the body with Mamotakir, plaitedreward her silver mace.

Spoiler (click to show/hide)

```
The Forgotten Beast misses The militia captain!

The militia captain kicks The Forgotten Beast in the right front foot with his left foot, bruising the muscle!

The Forgotten Beast misses The militia captain!

The militia captain bashes The Forgotten Beast in the upper body with his Mamotakir, bruising the muscle, fracturing the left true ribs!

The Forgotten Beast misses The militia captain but He jumps away!

The Forgotten Beast misses The militia captain!

The militia captain bashes The Forgotten Beast in the right front leg with his Mamotakir, fracturing the bone!

The Forgotten Beast misses The militia captain!

The militia captain bashes The Forgotten Beast in the upper body with his Mamotakir, bruising the muscle and fracturing the right true ribs!

The Hammer Lord punches The Forgotten Beast in the left rear foot with her left hand, bruising the muscle!

The Forgotten Beast misses The Hammer Lord!

The Forgotten Beast jumps away!

The militia captain bashes The Forgotten Beast in the right front foot with his Mamotakir, fracturing the bone!

The Forgotten Beast misses The militia captain!

The militia captain bashes The Forgotten Beast in the lower body with his Mamotakir, bruising the muscle and bruising the guts!
```

On the surface, *De* opens the fight with an explosive punch to the toe of the werebear, proceeding into a rapid combo with a shield bash with *Mamotginet, plaitedcrews* and a strike from her feather wood crutch. "I know Kisat Dur!", bellows De. She then dodges a charge and lays it in with a wild swing of her steel battle axe followed by a backhanded shield swipe for the follow through.

```
The Stray Wolf misses The Werebear!
The Werebear releases the grip of The Werebear's right hand on The Stray Wolf's right front paw.
The militia captain punches The Werebear in the fifth toe, left paw with his right hand and the injured part explodes into gore!
The Werebear lets the (Stray Wolf first right rear toe) drop away as It attacks.
The Werebear misses The militia captain!
The militia captain strikes The Werebear in the left upper arm with his Mamotginet, chipping the bone!
The Werebear misses The militia captain!
The militia captain strikes The Werebear in the right hand with his (grown feather wood crutch), bruising the muscle!
The Werebear misses The militia captain!
The werebear charges at The militia captain!
The militia captain jumps away!
The Axedwarf hacks The Werebear in the upper body with his *steel battle axe*, tearing the muscle!
An artery has been opened by the attack!
The militia captain strikes The Werebear in the right paw with his Mamotginet, fracturing the bone!
The Werebear falls over.
```

The Werebear falls over at the ferocity of the onslaught.

Spoiler (click to show/hide)

```
The Werebear misses The militia captain?
The Merebear misses The militia captain?
The Axedwarf hacks The Werebear in the upper body with his *steel battle axe*, tearing apart the muscle?
The militia captain strikes The Werebear in the left hand with his Mamotginet, fracturing the bone?
The Werebear misses The Axedwarf?
The militia captain strikes The Werebear in the tongue with his (grown feather wood crutch), bruising the left cheek's skin?
The Stray Wolf (Tame) has been found dead.
The Axedwarf hacks The Werebear in the lower body with his *steel battle axe*, tearing the muscle?
The militia captain strikes The Werebear in the head with his (grown feather wood crutch), bruising the fat?
The Werebear strikes at The militia captain but the shot is blocked?
The Axedwarf hacks The Werebear in the left upper leg with his *steel battle axe* and the severed part sails off in an arc?
The militia captain punches The Werebear in the lower body with his right hand, bruising the muscle?
The Werebear misses The militia captain?
Wimad Palathxidel, Werebear: I've been injured badly. I cannot find hope.
The militia captain strikes The Werebear in the upper body with his
```



Fikod joins in the battle and lops off a leg with a swing of his steel battle axe. The Werebear is quickly overwhelmed, turning pale and shouting, "I've been injured badly. I cannot find hope."



Meanwhile, *Vesh* is getting beaten down badly by *Tosid* and the rest of the hammerdwarves, whom have yet to fully converge on its position.

The fight had devolved to a close in scuffle at that point, with lots of biting and punching going on.

On the surface, *De* dealt the killing blow to *Wimad Diamondpoints* the human werebear (*well technically it wasn't, Wimad was bleeding out badly*), with a shield bash.

<u>Spoiler</u> (click to show/hide)

The Werebear misses The wilitia captain!

The Axedwarf hacks The Werebear in the right hand with his *steel battle axe* and the severed part sails off in an arc!

The Werebear misses The militia captain!

The militia captain bites The Werebear in the right upper leg, tearing the fat and bruising the muscle!

The militia captain latches on firmly!

The Werebear misses The militia captain!

The Werebear breaks the grip of The militia captain's upper front teeth on The Werebear's right upper leg.

The Axedwarf strikes The Werebear in the right upper arm with the pommel of his *steel battle axe*, bruising the muscle!

The Werebear misses The militia captain!

The militia captain kicks The Werebear in the left upper arm with his right foot, bruising the muscle!

The Werebear misses The militia captain!

The Axedwarf kicks The Werebear in the head with his right foot, bruising the muscle!

The Werebear misses The Axedwarf!

The militia captain strikes The Werebear in the left lower arm with his Mamotginet, shattering the bone!



Wimad Palathxidel's left ha
{Wimad Palathxidel's mutilat
black sand
A pool of werebear blood
A pile of vomit

Primthorn the zombie dwarf, d. 204 Bosa Monsterrisen the goblin, d. 205 Gozru Hatesplattered the goblin, d. 205 Quithe Oakenglades the Clod of Tundras the hill titan, d. 206 Wimad Diamondpoints the human, d. 213 Fourteen Other Kills One zombie elf (?) in Murderflood One troll (?) in Murderflood One raven (6) in Murderflood Seven zombie creeping eyes in Murderflood One zombie crundle (?) in Murderflood One zombie hungry head (6) in Murderflood One zombie hungry head (?) in Murderflood One zombie crundle (?) in Murderflood One zombie crundle (?) in Murderflood

The Kills of 'De' Dastotteskom Lumnumistrath



Vesh Gedor, Forgotten Beast
"The Dust of Evil"
Enraged at all enemies!

Down below, *Vesh Gedor* was enraged at all enemies as the hammer and mace dwarves converged on its position. Spoiler (click to show/hide)

Vesh Gedor, Forgotten Beast
"The Dust of Evil"

upper body
lower body
neck Winded
head
right front leg
left front leg
right front foo
left front foot
right rear leg
left rear leg
right rear foot
left rear foot
left wing
left wing



```
A gigantic skinless crocodile. It has wings and it has a gaunt appearance. Beware its poisonous sting!

Its first toe, left front foot is broken. Its first toe, left front foot is smashed open. Its first toe, left front foot is bruised. Its second toe, right front foot is broken. Its second toe, right front foot is smashed open. Its second toe, right front foot is broken. Its first toe, left rear foot is broken. Its first toe, left rear foot is broken. Its first toe, left rear foot is bruised. Its third toe, left front foot is broken. Its third toe, left front foot is broken. Its third toe, left front foot is broken. Its third toe, right rear foot is broken. Its third toe, right rear foot is broken. Its third toe, right rear foot is bruised. Its right front foot is broken. Its right front foot is broken. Its right front foot is broken. Its left wing is torn open. Its left wing is bruised. Its left front foot is mangled beyond recognition. Its left front foot is gushing The Dust of Evil's forgotten beast blood. Its right rear foot is broken. Its right rear foot is broken. Its right rear foot is broken. Its right rear loot is broken. Its right rear loot is broken. Its right rear leg is broken. Its left front leg is bruised. Its left rear leg is bruised. Its lower body is torn open. Its
```

It was badly beaten in everywhere, revealing the deadliness of a flurry of mace and hammmer blows by well versed dwarves. Eventually it succumbed to its wounds, as Thob dealt it its death blow with a well placed hammer strike to the skull, caving in its brain.

Spoiler (click to show/hide)

```
The Hammer Lord bashes The Forgotten Beast in the lower body with her Bothonmadush, bruising the muscle!

The Forgotten Beast misses The militia captain!

The Construction Worker bashes The Forgotten Beast in the fourth toe, left rear foot with her *silver war hammer*, chipping the bone!

The Hammer Lord bashes The Forgotten Beast in the right front leg with his *silver war hammer*, fracturing the bone!

The Mace Lord punches The Forgotten Beast in the right wing with her right hand, bruising the muscle!

The militia captain punches The Forgotten Beast in the left front leg with his left hand, fracturing the bone!

The Construction Worker bashes The Forgotten Beast in the lower body with her *silver war hammer*, bruising the muscle and bruising the guts!

The Forgotten Beast misses The militia captain!

The Hammer Lord bashes The Forgotten Beast in the head with his *silver war hammer*, bruising the muscle, jamming the skull through the brain and tearing the brain!
```



{Vesh Gedor's corpse}
muck root seeds
Dense floor fungus
A pool of The Dust of Evil's

èrith Kogantad, Wrestler

```
Two Notable Kills

Snodub Seduceloots the goblin, d. 210
The Dust of Evil the forgotten beast, d. 213

Thirteen Other Kills

One giant louse ($\frac{2}{2}\) in Murderflood
One goblin ($\frac{2}{2}\) in Murderflood
One goblin ($\frac{2}{2}\) in Murderflood
Two trolls ($\frac{2}{2}\) in Murderflood
One zombie rutherer ($\frac{2}{2}\) in Murderflood
Two magma crabs ($\frac{2}{2}\) in Murderflood
One zombie hungry head ($\frac{2}{2}\) in Murderflood
Two zombie crundles ($\frac{2}{2}\) in Murderflood
Two zombie crundles ($\frac{2}{2}\) in Murderflood
```

The beast keeled over and was no more.

```
"Is it dead?" Remarked one of the mace dwarves.
```

<u>Spoiler</u> (click to show/hide)

Thob Lokumbomrek, "Thob Spearwhips", Hammer Lord

"I don't really want to know."

<u>Spoiler</u> (click to show/hide) Deduk Nishmatul, Garbagedwarf has grown attached to a silver mace!

Deduk Nishmatul, Garbagedwarf has bestowed the name Isanvagúsh upon a silver mace!

Press Enter to close window

Deduk has grown attached to a silver mace, and has subsequently bestowed the name of Isanvagish upon it.

15th Timber

Spoiler (click to show/hide)

Aban Zikeldumat Tileshvetek Lïd, Administrator has given birth to a girl.

Aban Zikeldumat Tileshvetek Lid, one of our administrators has given birth to a girl, Zuglar Uristkalur. <u>Spoiler</u> (click to show/hide)

Zuglar Uristkalur, "Zuglar Daggerthrones", Dwarven Baby

"Maba..."

She is the daughter of Aban Fierceroughness the Trussed Targets of Tightness and Tosid Ringscalded the Silvery Inch of Prophecies. She is a worshipper of Mostib, a faithful worshipper of Vakist the Meandering Lutes and a worshipper of Egul Judgestem.

She was born today, which makes her very young indeed.
She is short and not very strong. Her slightly wide-set brass eyes are slit. Her lips are very thick. Her small-lobed ears are very splayed out. Her hair is wavy. Her very long hair is neatly combed. Her eyes are slightly sunken. Her hair is russet. Her skin is brown.

Uristkalur likes dolomite, black bronze, alexandrite, eagle leather, the color goldenrod, scepters, catapult parts, sheep for their wool and gremlins for their mischief. When possible, she prefers to consume polar bear, perch, dwarven cheese, lettuces and lychee wine. She absolutely detests bats.

She has a great musical sense, a very good sense of empathy and a good intellect,

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a

Spoiler (click to show/hide)



We made some rather disturbing or should we say odd discoveries. One of which are these unusable slopes, sticking to the upper walls of the caverns. Taupe reassures me its just the remains of mushroom cap trees and is purely harmless. But I am not quite convinced, what if the damn thing falls over and destroys something? Then there is the... blood. Or rather... ah well see for yourself.

<u>Spoiler</u> (click to show/hide)



Hungry Head right eye tooth (corrupted blood) (corrupted blood) {corrupted blood} {corrupted blood} {corrupted blood}

Corrupted blood laced with Taba Lakemirrors the Rum

(corrupted blood laced with Taba Lakemirrors the Rumored Shaft's forgottn

This is a corrupted blood laced with Taba Lakemirrors the Rumored Shaft's forgotten beast ichor, bugbat blood, Taba Lakemirrors the Rumored Shaft's forgotten beast ichor and Taba Lakemirrors the Rumored Shaft's forgotten beast ichor.

I mean I'm not sure what exactly that is, its just seeping out of the ground. Though I vaguely recalled some faint memories from the clan elders warning me of corruption by a certain mad dark or something. I thought that was bad enough but apparently there was worse out there.

Spoiler (click to show/hide)

{corrupted blood laced with corrupted blood and corrupted blood} a corrupted blood laced with corrupted blood and corrupted blood.

The sheer redundancy is horrifying.

16th Timber

This



I've taken the advice of some of our associates and taken measures to seal of part of the caverns against future threats. Spoiler (click to show/hide)



Elsewhere, the scouts have reported that a herd of one-humped camels wander the surface. A rare sighting of native wildlife! Let's hope the vile mist does not get to them.

18th Timber

Spoiler (click to show/hide)



The haulers report that we have managed to recover an adequate amount of adamantine into our stores.

Spoiler (click to show/hide)



Tosid Athelcudist Ralmeb Ark
"Tosid Ringscalded the Silve

steel helm, Head
X(giant leopard leather hood
steel mail shirt, Upper bo
(«iron breastplate»), Upper
-copper right gauntlet-, Rig
-copper left gauntlet-, Left
(opossum leather waterskin),
(reindeer leather backpack),
Mamotakir, Strapped to Upper
=copper shield=, Strapped to
copper low boot, Right foo
copper low boot, Left foot
(bronze greaves), Lower body
giant rat leather cloak, U
Vesh Gedor's corpse, Hauled



```
Magma Mist
Open Space
A spattering of forgotten be
A spattering of blind cave of
A spattering of cave dragon
A spattering of troll blood
A spattering of creeping eye
A spattering of reacher blood
A spattering of hungry head
A spattering of forgotten be
A spattering of dog blood
A spattering of bugbat blood
A spattering of crundle blood
A spattering of gorlak blood
A spattering of rutherer blod
A spattering of molemarian b
```

Vesh Gedor's corpse is being hauled and dumped into the magma sea in order to prevent shenanigans like Spugac Simo's neck rising from the dead and bothering us again.

21st Timber

Crazy Urist has grown attached to a copper shield!

Spoiler (click to show/hide)

Octuplets have hatched.



a day later, *Imic* has reported that octuplets have hatched! Giant snapping turtles! but alas, nothing from the giant keas. I'm pretty sure that we will not be getting Giant War Keas like some of us have so fervently wanted.



Winter has arrived on the calendar.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on July 29, 2016, 02:45:21 pm

Alright, this'll be a pretty boring turn. You won't get many images, but I'll try to fill you all in on what's happening. Fun fact: As this is my third turn, I have taken more turns at Murderflood than anywhere else.

- A kobold showed up and Blitzgamer killed it.
- I marked a shitload of corpses/bits for dumping. I've been using fastdwarf to get this done faster otherwise it'll take until the end of time to clean up this cavern.
- Elves arrived. I traded for another giant kea, a wolf, a giant peregrine falcon, and a grizzly bear. All male, unfortunately. I gave them a bunch of garbage in return.

```
The Mountain Titan Oslak Bog Exost has come! A gigantic one-eyed wolf. It has an enormous shell and it moves about carelessly. Its chartreuse hair is short and even. Beware its deadly spittle!

Press Enter to close window
```

AAAARGH FUCK ME SIDEWAYS IT ISN'T EVEN SLATE YET

EVERYONE GO KILL IT

Um. Wow. I haven't seen a titan get stomped that hard since my last adventure.

```
The Swordmaster slashes The Mountain Titan in the head with her <code>=adamantine</code> short sword=, tearing apart the muscle, fracturing the skull! An artery has been opened by the attack! A tendon in the skull has been torn! The Mountain Titan strikes at The Swordmaster but the shot is blocked! The Swordmaster slashes The Mountain Titan in the left cheek with her <code>=adamantine</code> short sword=, tearing apart the skin! The Mountain Titan breathes a glob of Oslak the Pine of Amethyst's mountain titan extract! The Hountain Titan breathes a glob of Oslak the Pine of Amethyst's mountain titan extract misses The Swordmaster! The Swordmaster stabs The Mountain Titan in the left rear leg with her <code>=adamantine</code> short sword=, chipping the bone! A tendon has been torn! The Mountain Titan strikes at The Swordmaster but the shot is blocked! The Mountain Titan charges at The Swordmaster! The Swordmaster jumps away! The Swordmaster punches The Mountain Titan in the right front leg with her left hand, bruising the muscle! The Mountain Titan misses The Swordmaster! The Head Executioner of the Guard stabs The Mountain Titan in the lower body with her <code>=adamantine</code> short sword=, tearing the muscle! The Swordmaster slashes The Mountain Titan in the head with her <code>=adamantine</code> short sword= and the injured part is cloven asunder! An artery has been opened by the attack!

A tendon in the skull has been torn!
```

That's the whole combat.

Dumat Utharshem, Titanslayer has bestowed the name Osresh Luzat upon a adamantine short sword!

Press Enter to close window

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on July 30, 2016, 12:41:14 am

Overseer Zuglarkun's Log:

Things that happened during Winter: 1. Things

ALRIGHT ALRIGHT, I'll do a proper entry.

1st Moonstone

<u>Spoiler</u> (click to show/hide) Date:213-10-01 Dwarf Fortress blood thorn logs Wood Stockpile #175 Inside Dark Subterranean Enter: View F: Follow f: Forbid d: Dump m: Melt ESC: Done --*/: Scroll H:0/0/3/3/12/48/2: 🤌 🧑 🎄 DF

Been stockpiling logs. All the logs. I think its because I'm approaching maturity as a dwarf that my discontent against elves has grown proportionately, I don't know. But we've been deprived of ways to anger the elves for far too long, so I'm making up for lost time.

7th Moonstone

Spoiler (click to show/hide)

Decaplets have hatched.



18th Moonstone

giant snapping turtle decaplets have hatched.

Spoiler (click to show/hide) èzum Kilrudsolam, Brewer "èzum Bronzenation" Construct Building Dabbling Discipline Dabbling Observer Adept Brewer Dabbling Siege Engineer Proficient Mechanic Dabbling Building Design Dabbling Swimmer Adequate Persuader Adequate Negotiator Adequate Judge of Intent c: Combat b: Labor

I've sent *ezum* and the rest of the mechanics to finish up the levers that secure the gate perimeter in the third caverns. There is one to the southwest, one to the northwest and one to the northwest.



24th Moonstone

Spoiler (click to show/hide)
Azula' Cerolasmel has become a Speardwarf.

Azula has completed her journey to the maddark side preliminary training and has become a speardwarf.

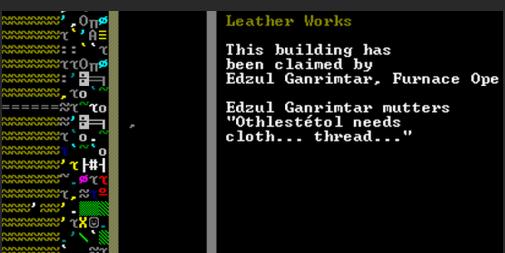
4th Opal

Spoiler (click to show/hide)

Edzul Ganrimtar, Furnace Operator cancels Make steel bars: Taken by mood

*Edzul Ganrimtar, Furnace Operator has been possessed!





Edzul Ganrimtar, furnace operator has become possessed! She has claimed a leatherworks on the farming level. What new marvels of dwarven technology will she produce?

The mayor reports that we have went well over the lumber limits and is worried about the repercussions. Well, I told him to sod off. Fuck the lumber limits. Also, fuck the elves.

Spoiler (click to show/hide)

Alu Inó, "The Water of Excavation", Elven

Lumber limits -33/115 213

9th Opal

Spoiler (click to show/hide)
Litast Limulkovest has grown to become a Peasant.

'Collin' Emgashzuglar has grown to become a Peasant.
Edzul Ganrimtar has begun a mysterious construction!



Litast Limulkovest has grown to become a peasant. Collin has also grown to become a peasant. Yay workforce! Edzul has began a mysterious construction.

The third caverns has been partially sealed off. Most if not all parts of the reanimating part of the cavern has been sealed off (from the fortress not the borders), with access using gates via 3 separate routes. I argued against totally sealing off those sections of the caverns, as it would not help matters. The land itself reanimates the dead, instead of the dead reappearing on the edge of the map. Hence, controlling traffic there and allowing access would be better than outright dismissal of the use of the caverns.

14th Opal

Spoiler (click to show/hide)

Fath Kolanil has grown to become a Stonecrafter.

Fath Kolanil has grown to become a stonecrafter. Lots of kids growing up this year.

17th Opal

<u>Spoiler</u> (click to show/hide)

Edzul Ganrimtar, Furnace Operator has created Othlestétol, a tall reindeer leather helm!

Press Enter to close window

Edzul Ganrimtar, "Edzul Dishcastles", Furnace Operator
"I shall name you Scorchedpass. That was very satisfying!"

He feels satisfied after creating an artifact. Within the last

Othlestétol, "Scorchedpass", a tall reindeer leather helm

This is a tall reindeer leather helm. All craftsdwarfship is of the highest quality. It is decorated with reindeer leather and encircled with bands of creeping eye leather and ramie plant fiber. This object menaces with spikes of reindeer leather, alligator snapping turtle bone, llama wool and smoky quartz.

Edzul Ganrimtar has created Othlestetol, scorchedpass, a tall reindeer leather helm! Urist Mckiwi insisted on donning the artifact despite there being better candidates. Well nobles will be nobles. I let the matter be.

Spoiler (click to show/hide)

```
'rst McKw' Lrtthdn, Kngh leather leather armor
   'Gwlfsky' Zsîtn Gslststr leather cloak
Kivish Lokumsebïr, Plntr leather hood
4. AVAILABLE
                                      Othlestétol
```

Fun fact: I didn't know creeping eye eyelids counted as hides.

16th Opal

Spoiler (click to show/hide)





15th Obsidian

Spoiler (click to show/hide)



19th Obsidian

Spoiler (click to show/hide)

'Urist McKiwi' Lertethiden, Knight of Cactus has bestowed the name itdunduz upon a steel crossbow!

Press Enter to close window

Urist Mckiwi has bestowed his steel crossbow with the name of itdunduz! It don't do's? Sounds like the nobles to me!

22nd Obsidian

More vile mist? I think its been established that dwarf technology > vile mist.

Spoiler (click to show/hide)

Sesh, Administrator cancels Dump Item: Interrupted by crundle neck.
The Stray Giant Moose Cow (Tame) has been slaughtered.
'Pyrotechno' Azmololin has created a masterpiece *silver statue of Solon

Charmguilds*!

th Relonágesh Sesh, Administrator cancels Dump Item: crundle neck. Pump Operator cancels Dump Item: Interrupted by crundle

Edëm Endokurrith Relonágesh Sesh, Administrator cancels Dump Item: Interrupted by crundle neck. You have struck prase!

A crundle neck has shown up, disrupting our dumping on the southwest plateau. Unfortunately it is situated high up on the plateau and is out of reach of our crossbows and weapons. I've asked the miners to dig a route up top in order to reach it.

25th Obsidian

Yeah yeah, go away attention whore vile mist. Nobody cares about you.

Spoiler (click to show/hide)

Thob Nunursolon, Mechanic has given birth to a girl. Nunùrsolon.

"Dama!" She is the daughter of Thob Creviceflags and Sarvesh Ringedlocks. She is a worshipper of Limâr Goldway, a worshipper of Egul Judgesystem and a dubious worshipper of Uakist the Meandering Lutes. She is a citizen of The Stirred Irons. She is a member of The Channels of Melting. She was born today, which makes her very young indeed. She is weak. Her hair is clean-shaven. Her brass eyes are round. Her ears are somewhat narrow. Her hair is russet. Her skin is brown. She is indefatigable, but she is susceptible to disease and very weak. Erib Alâthkod likes bismuthinite, steel, moss opal, the color goldenrod, shields, backpacks, earrings, pigs for their sense of smell and foxes for their cunning. When possible, she prefers to consume fonio beer and eggplant seeds. She absolutely detests toads. She has very good creativity, a natural ability with music and good intuition, but she has a questionable spatial sense, poor focus and very bad analytical abilities. Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, respects fair-dealing

Thob Nunursolon, Mechanic has given birth to a girl, Erib Boltsblot (say that 10 times quickly).

Spoiler (click to show/hide)

She despairs of anything positive happening in the future and lives without feelings of hope. She finds the humor in most situations. She is quite ambitious. She tends to be swayed by the emotions of others. She often I think you'll fit in right here with us Erib.

1st Granite

My reign is over. Whatever. More importantly let's all have a look at the commemorative coins I've minted! Spoiler (click to show/hide) Hmmm nothing interesting... oh wait.

```
iron bars
(iron anvil)
Edandatan 213 nickel coins [500]
Edandatan 213 sterling silver coins [500]
Edandatan 213 nickel silver coins [500]
Edandatan 213 rose gold coins [500]
Edandatan 213 electrum coins [500]
Edandatan 213 aluminum coins [500]
Edandatan 213 billon coins [500]
Edandatan 213 silver coins [500]
Edandatan 214 gold coins [500]
copper bars
```

the old queen

Edandatan 214 gold coins [500]

This is a stack of 500 Edandatan 214 gold coin.
This is the gold currency of Edandatan from the year 214. On the front of the coin is a masterfully designed image of Obok Constructrazor the Trampled Symmetry of Pools the dwarf and dwarves. Obok Constructrazor the Trampled Symmetry of Pools is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Obok Constructrazor the Trampled Symmetry of Pools to the position of queen of The Stirred Irons in 120. On the coin's back is a well-designed image of goblins and dwarves. The goblins are fighting with the dwarves. The artwork relates to the attack on The Closed Cudgel of The Stirred Irons at Visedmirrors by The Menace of Slithering in the early winter of 204 during Odnakök, "The Scraped Assault".

and the new queen

Edandatan 213 electrum coins [500]

This is a stack of 500 Edandatan 213 electrum coin. This is the electrum currency of Edandatan from the year 213. On the front of the coin is a finely-designed image of Zasit Woundblue the dwarf and dwarves. Zasit Woundblue is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Zasit Woundblue to the position of queen of The Stirred Irons in the early spring of 205. On the coin's back is a rendition of a finely-designed image of dwarves. The image is the symbol of The Stirred Irons, a dwarven civilization.

Murderflood endures.

But the question is, will we ever be Mountainhome?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on July 30, 2016, 07:19:24 am

Quote from: Zuglarkun on July 30, 2016, 12:41:14 am

Thob Nunursolon, Mechanic has given birth to a girl, Erib Boltsblot (say that 10 times quickly).

She despairs of anything positive happening in the future and lives without feelings of hope. She finds the humor in most situations. She is quite ambitious. She tends to be swayed by the emotions of others. She often I think you'll fit in right here with us Erib.

"Life is terrible and then you die. Isn't that hilarious?! :D"

I think I like this kid.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on July 30, 2016, 07:48:31 pm

- Mayor demanded a lead bed. I'd accident him if he wasn't one of those rare nobles with no mandates.
- Elven diplomat talked with the duchess. They demanded a tree cap. I agreed. It's not my problem they don't know we're in a desert. The short jokes really got on my nerves, though. Then she left through the caverns. Okay.
- I made a new, bigger refuse stockpile. The better to butcher all these skeletons.
- I drained a pond in the cavern so we could get the junk in it.
- For some reason I am getting 2 FPS when earlier I was getting 15.
- More adamantine is being mined and processed.
- Macelord Edem burned to death after being caught in magma mist. Why are we not only using the safe magma dump!?
- I had some cavern trees chopped down to get the stuff on top of them. We now have a bunch of holes into the magma sea. A crundle zombie fell into one of them.
- AARGH! Some faggot put a dump zone in the middle of a courtyard on the surface! A bunch of shit was getting dumped there. I've taken care of it.
- Turns out the safe dump zone was DISABLED! Nobody was dumping anything while I was shitposting about DF on /tg/. So I took the opportunity to autodump EVERYTHING right next to the dump zone. After sorting the stuff I actually wanted dumped from the junk I was getting out of the water, etc., I used autodump destroy. Including cave spider webs, I got rid of nearly 7000 items. PROGRESS!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on July 30, 2016, 08:11:55 pm

We were using the magma dump when I was overseer. Blame Zuglarkun. :P

I always preferred the minecart method of dumping because you could have a massive dump pile, and just have the minecart dump a bunch of things at once at the end of it's route.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on July 30, 2016, 10:01:07 pm

Quote from: TheFlame52 on July 30, 2016, 07:48:31 pm

- Macelord Edem burned to death after being caught in magma mist. Why are we not only using the safe magma dump!?
- AARGH! Some faggot put a dump zone in the middle of a courtyard on the surface! A bunch of shit was getting dumped there. I've taken care of it.
 Turns out the safe dump zone was DISABLED! Nobody was dumping anything while I was shitposting about DF on /tg/. So I took the opportunity to autodump EVERYTHING right next to the dump zone. After sorting the stuff I actually wanted dumped from the junk I was getting out of the water, etc., I used autodump destroy. Including cave spider webs, I got rid of nearly 7000 items. PROGRESS!

Hold up. There is such a thing as a safe magma dump? ???

I deactivated the magma dump on the surface because it'll save all that hauling time by manually dumping closer to the open vent in the caverns instead.

Plus I got rid of most if not all of the large corpses (that I was aware of) that cause magma mist splash back during my turn. I was not aware of any other dumping zone.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on July 30, 2016, 11:54:07 pm

There's one down near the old magma forges that's safe, and the unsafe one was just dumping off the side of the dodgeme magma trap I built. Safe meaning it's high up enough that no magma mist can reach that high.

EDIT: I wanted to make a Brass Tower here to leave my mark on this place. I've been preparing for two turns. We have 1500 brass bars. The problem is, there's nowhere to put it!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on July 31, 2016, 07:29:25 pm

I am putting the brass tower on top of the depot. Also, no update today. FPS is still at 2.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 01, 2016, 08:25:08 pm

- I've restarted steel production. New flux is being mined out and charcoal is being made. I also had Pyrotechno make ten suits of steel armor. It takes 10 bars for each suit.
- Continuing Murderflood tradition, I am making a new tower. This one will be made of brass and will sit over the depot. I need to remove part of the depot building to construct it. And in doing so, I caused a little building mishap in which a planter was killed.
- I added a child state for giant snapping turtles.
- The human caravan and law-giver showed up. The law-giver talked about nothing. I traded the caravan a bunch of garbage for two iron bars.
- Ten sets of armor have been completed and twenty more are on the way. I order ten more sets every time our steel supply hits 100.
- Construction on the actual tower has begun.
- A monitor with poisonous secretions has appeared in the first cavern. I fear we will be getting another zombie FB.
- Speaking of which, I forgot to mention I restarted glass serrated disc production. The first cavern trap is about 1/3-finished.
- Upon closer examination the monitor is doing quite well. Its syndrome is somehow blistering and numbing the zombies.
- The egg-layers were getting restless, so I let out the turtles. Also, we have new turtle hatchlings and giant peregrine falcon hatchlings.
- The monitor died killing another undead forgotten beast. What a badass. Open-legends doesn't exist in this version or I would give you the monitor's kill count.
- It turns out that cavern is almost completely cleared now. All that remains is a few pond grabber zombies and some gorlak arms. Godspeed, Abe Osman, you beautiful bastard.
- The military is clearing out the rest of the cavern. Woodcutters and miners are necessary to proceed at times. Also, there are some zombies I missed, but they are no threat to ~40 legendary warriors.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on August 02, 2016, 03:59:45 am

Hooray for progress! Hooray for steel! Hooray for Abe Osman!

I think there is still one more forgotten beast undead down there. If you're clearing the caverns with troops, be wary of forgotten beast extract contamination. If you used the old entrance, you might want to undesignate the one I put there during my turn, near the well cisterns.

Hows FPS currently?

Question: Giant snapping turtles ought to be tame already, so why the need for a child state? So that they would not need nestboxes to reproduce?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on August 02, 2016, 08:44:56 am

Yes, I noticed the other FB corpse. It is chilling in the lake next to the military. I am trying to get them to fight.

Still 2.

Child states make me happy. There's no advantage to them at all, but this is the price we pay for modding in war keas. I might also add in war giant peregrine falcons.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **August 02, 2016, 11:27:27 pm**

Quote from: TheFlame52 on August 02, 2016, 08:44:56 am

Yes, I noticed the other FB corpse. It is chilling in the lake next to the military. I am trying to get them to fight.

Still 2.

Child states make me happy. There's no advantage to them at all, but this is the price we pay for modding in war keas. I might also add in war giant peregrine falcons.

I can't wait for our mighty army of Giant War Kea vile mist husks.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on August 03, 2016, 08:54:02 am

Do you want me to make that happen? I can make that happen.

Also I think we may have a vampire.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 04, 2016, 07:40:47 pm

. by. The lamesz on August 04, 2010, 07.40.47 ph

We don't have a vampire, the dwarf was just pale from infection.

- The cavern is clean except for the occasional re-zombified gorlak arm.
- Between cavern duty and dwarves swapping out old armor for new steel, several dwarves have come down with FB syndromes. We have one bloody foot and another rotten hand. No dwarves died, luckily. Someone's pet bear bled out, though.
- Nujux and a wood burner died to a gorlak arm while I wasn't looking.
- I've been draining cavern lakes where I can to get the junk out.
- Work on the Brass Tower is going well. I'm going to use the infinite sky command to add more floors until I run out of brass.
- Steel production is going faster than Pyrotechno can put out masterwork armor.
- I noticed the trap hallway isn't actually connected to the caverns. I'm repurposing it, routing it to the second cavern instead. When I connected it to the cavern, the game *tanked* as every creature in the cavern pathed toward the trap. I just barely got the drawbridge closed before the crundles got in. The plan is to seal the military inside the open trap to act as bait.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on August 04, 2016, 09:22:30 pm

Nujux, nooo! He was with us since the start! (well, not *mentally*, but...)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on August 05, 2016, 06:36:59 am

The trap hallway was purposely left disconnected so the dwarves could remain safe while traps were lain.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on August 05, 2016, 08:37:20 am

Quote from: Taupe on August 04, 2016, 09:22:30 pm

Nujux, nooo! He was with us since the start! (well, not mentally, but...)

Sorry, I already used my one savescum this turn. I try to limit myself. Nujux died in that alternate universe, too.

Quote from: Triaxx2 on August 05, 2016, 06:36:59 am

The trap hallway was purposely left disconnected so the dwarves could remain safe while traps were lain.

I figured.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **TheFlame52** on **August 05**, **2016**, **02:53:24 pm**

I am going on vacation. See you all Tuesday.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on August 10, 2016, 03:49:49 pm

Jesus, is the thread dead?

- I have finally run out of brass bars. The tower is 17 levels high. I want to make it 25. I still have plenty of sphalerite, so we should be fine.
- I tested the zombie trap and it worked. Many crundle zombies were killed.
- A vile force of darkness was destroyed. More corpses to dump and junk to melt.
- A dwarf fell several stories deconstructing a staircase and broke all her limbs. She is spamming the announcements because she can't put away her clothes.
- Twenty more suits of armor are being made. We still haven't replaced all the junk armor.
- A crab with poison gas attacked, but it was slain with none infected.

I really want to unleash hell on the zombies, but I know it's a bad idea. Maybe when we decide to end the fort.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Gwolfski on August 10, 2016, 06:36:27 pm

Am I still alive?

Also, that well in my secret bunker is behind a fortification underwater. But stuff can swim through those, can't it?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 11, 2016, 03:23:48 pm

Quote from: Gwolfski on August 10, 2016, 06:36:27 pm

Am I still alive?

Also, that well in my secret bunker is behind a fortification underwater. But stuff can swim through those, can't it?

You are still alive, but paralyzed. I think that happened my last turn when goblins shot back. Also, I drained the lake your well took water from, so the well is useless but secure.

- I forgot to mention this, but a kid made a blood thorn ring and became a legendary woodcrafter. It's awesome and covered in spikes. I feel like it would make a great magic item.
- Two dwarves burned to death after using the magma dump over the dike. I am raising it to make it safer.
- A dwarf made an artifact adamantine spear and became a legendary weaponsmith. It isn't fancy but it's worth serious 💢 💢 .
- The Brass Tower is finished. 25 z-levels tall, over 3000 brass bars went into its construction. We ran out of unbelievably copper.
- Steel production ceased briefly when we ran out of flux. This after I hollowed out a massive room of the stuff. We have 400 steel bars and counting.
- Everything that needed to be dumped has been dumped. Everything that needed hauling has been hauled. We have idlers. I repeat, we have idlers.
- The dwarven caravan visited, but it exploded before I could trade.
- The duchess demanded a crystal glass window in her room, so I gave her one.

EDIT: I just autodump destroyed 3500 items. 'Skeleton' isn't even a word anymore, just a sound.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 11, 2016, 04:33:05 pm

Holy crap, idlers. Worse than clowns. Better fix that.

I have a megaproject of my own in mind for my turn, so if you've got dwarves doing nothing, could i get you to start mass producing blocks? Or bars... really anything I can use to build walls. I intend to build a lot of walls.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 11, 2016, 05:00:42 pm

I just restarted military training, but sure. We have 1500 silver bars, but that's not very much in the grand scheme of things. I'll make you some blocks.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 14, 2016, 11:45:59 am

Alright, year is finished. Not much more happened, except Zuglarkun got husked and swam across the channel. He's unreachable, so the military is shooting at him. But he's wearing steel armor, so it's just plinking off. I guess he's target practice.

SAVE: http://dffd.bay12games.com/file.php?id=12352

Things to do:

- Attract the queen, maybe?
- Clear the deceased list so we can get migrants again
- Kill the zombies in the second cavern

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 14, 2016, 06:06:19 pm

I downloaded the fort. A few OOC housekeeping issues before I actually start my turn proper...

- 1. The modifications are preventing the Starter Pack from updating the save to Phoebus. If I install it manually, I get graphics issues. So I have a few options:
- * Play in ASCII. To be frank, with a fort of this age, I think I'd rather pull my teeth out with a pair of rusty toenail clippers.
- * Play in Drunkovision Phoebus. Ugly as sin and causes all dwarves to look the same, but at least a little better than ASCII.
- * Replace the raws. I understand we had baby snapping turtles and war giant kea's: I am not sure what effect this will have on them. Additionally, if we've made any other modifications, they'll get overwritten.

Alternatively, if anyone know's how to fix graphics issues without replacing the raws (I've tried only copying the "graphics" folder, but I still get Drunkovision Phoebus: there's *something* in the "raw/objects" folder that causes it, but I don't know what), I'm open to suggestions.

2. Apparently trying to build walls near the edge of the map in the caverns causes a crash. This is irritating, as completely walling off the area under the lake was one half of my Very Good Plan For Undead Prevention. (The other half was "fill it with magma", but I probably wouldn't have gotten that far)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Gwolfski on August 14, 2016, 06:59:24 pm

You need to compare the saves raws with the raws of a normal game with phoebus installed.

Ill attempt that, but tommorrow

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 15, 2016, 04:04:51 am

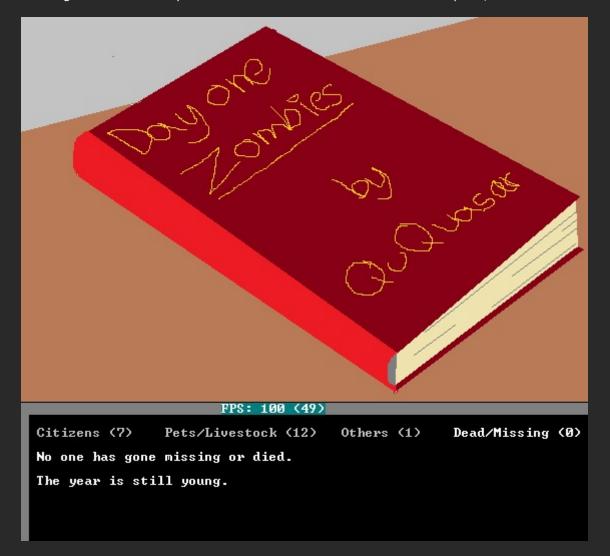
No worries, I KDiffed it.

Turns out Phoebus changes the TILE property of a whole bunch of creature's, plants and stones, so it was really just a matter of finding the changes that weren't Phoebus (really just the snapping turtles).

I have selected my dwarf...

He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a case cancedile die. He felt pleasure near a fine Door. He didn't feel anything after seeing a case cancedile die. He felt pleasure near a fine Door. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a draltha die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a draltha die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a giant rat die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a draltha die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a draltha die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing a crundle die. He didn't feel anything after seeing

... and I now be startin' me turn as overseer. It only be sense that I be selected: after all, who here be more knowledgeable about the running of forts beset by foul undead than I? I who wrote of Bonepillar, I who authored the book this very fortress was founded upon!



I, who brave the literary wastes every day, and who singlehandedly fights the terrible beasts that live within!!! Be there anything in a dwarven fortress that can contest with that?!

Nay, I say! Naught can faze one such as I, for I be... what the hell be ye up to with that silver?

```
Magma Forge
Construct silver Bin ! R
```

Wh-... ye... why? WHY?! That makes no goddamn sense! Put that silver down now, ye moron! Argh!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on August 15, 2016, 07:13:11 am

Just say NO to tilesets. ASCII is bestCII.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: TheFlame52 on August 15, 2016, 03:42:08 pm

Hey! We've got silver coming out of our assholes, I had to do something with it! Also you should probably chop down some trees, I turned our entire wood supply into steel. But by Armok, no soldier here will ever have to wear -copper low boots- again!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on August 16, 2016, 03:19:28 am

Yar! It be an eventful month!

I be coming to Murderflood a few years back now, after I heard the tales. Legends tell of a warrior fortress between evil waters and dark sand, where dwarven steel and magma hold the hordes of evil at bay. They say great spires of metal and stone rise from the shore, ruled by cactii, beset on all sides by vile mist husks, crundle zombies and bugs of love and good. There even be tales that the dwarves there would flood their entire fortress in magma rather than fall to their enemies, so as to burn by thee own hand, and face Armok with honour rather than face the shame of defeat!

If even a fraction of the stories be true, Murderflood's saga would make an excellent tale for me next book. I'e always preferred to be writin' true stories anyway.

He has a good memory, but he has poor creativity.

And Aye, indeed, the place be impressive to behold! A great brass tower rises above a river of magma, and behind it tall spires and impregnable walls. But I quickly learned the tales were naught but tales. The great brass tower be a recent construction. The dwarves of Murderflood occupied themselves with training and hauling while letting weapon traps do the work of warriors. The Vile Mist from the lake be contained, staying to it's waters, far from us. And perhaps most damning of all, the plan to flood the fortress in magma be naught but the fabrications of fools and liars! The magma in the dikes around Murderflood be quiet, safe and contained: hardly a befitting namesake

for a dwarven fortress!

But I had come this far, so I decided to at least stay for a few weeks. Weeks became months, months became years... and now they've made me overseer.

Yar, it be a good decision. I know what needs be done. The tales must be justified! And I shall author the greatest tale of a dwarven fortress ever told, and I shall tell it not in words but in action!

Ye know it to be true! Let this year be the year Murderflood became worthy of the name!

First things first: from now, the military are to work alongside the civilians. We have too much to do for half our dwarves to be wasting their time with training.

I took one look at the insanely complex chart of labors, cancelled them all, and streamlined them. Only essential labors be essential: everyone else is on construction and dumping.

Hmm... what be those three be doin' out there?



"I got 'im! I knocked 'is teeth out! 10 points! In your face!"

"Oi ye scallywags! Stop pissing off the immortal ragebeast and git yer asses inside!"

Alright, time to do what a dwarven fortress should've been doin' from the start. Ye there! Be openin' the trap corridor! Let's kill us some zombies!"





Hehe, lookit 'em come in and die. Again. Double die. Heh, this be fun, but it be time te' get te work. Someone close the gate and we'll clean out the trap corridor.

Hang on, what's that?



Oh, this be bad.

Risen! Risen ye idiot, come back! Wh'd ye go out there, there be zombies! Dammit, someone open the gate for the daft sod! Oh no, no... don't go out further into the caverns! Risen, ye fool!



What're ye tryin' to prove? Ye don't even have a weapon! The dead be closing in! Run, Risen, Run!



Oh no! There be a monster in the trap corridor! It must be the foul beast that drove Risen to flee into the caverns!

Risen ye're goin' to have to fight it! THIS BE YER MOMENT, RISEN! PROVE YERSELF WORTHY O' THE NAME "DWARF"! TAKE UP ARMS RISEN, TAKE UP A TITLE, AND DESTROY THE BEAST THAT PLAGUES YE!

```
Asmoth's Amazons
The Snarling Knives
Order of Cactus
The Empty Quivers
The Cobalt Charms
The Eternal Boulders
The Eternal Boulders
The ETERNAL
This is a quality of the following state of the company of
```

Truly, it be a battle for the ages. Dwarf against Crundle Left Upper Arm. How could he maintain hope in the face of such insurmountable odds?

```
The crundle left upper arm attacks The chief medical dwarf but She jumps away!

The crundle left upper arm misses The chief medical dwarf!

Rîsen Zaneglanlar, chief medical dwarf: I must withdraw!

Rîsen Zaneglanlar, chief medical dwarf: I was attacked by the dead. I am not upset by this.

Rîsen Zaneglanlar, chief medical dwarf: I must withdraw!

The Eternal Warrior attacks The crundle left upper arm but He scrambles away!

The crundle left upper arm attacks The Eternal Warrior but She jumps away!

The Eternal Warrior punches The crundle left upper arm in the left hand with her right hand, bruising the scale!

The crundle left upper arm misses The Eternal Warrior!

The Eternal Warrior punches The crundle left upper arm in the left hand with her left hand and the injured part collapses!
```

Yet somehow, Risen rose to the challenge, and prevailed against the beast. But then...



Bigod, another foul beast! Turn, Risen! TURN AND FIGHT, BRAVE WARRIOR!

The Eternal Warrior punches The bugbat mutilated corpse in the right hand with her right hand, bruising the muscle!

The bugbat mutilated corpse attacks The Eternal Warrior but She jumps away!

The bugbat mutilated corpse pushes The Eternal Warrior in the left lower arm, but the attack is deflected by The Eternal Warrior's *draltha leather cloak*!

The Eternal Warrior punches The bugbat mutilated corpse in the right upper arm with her left hand, bruising the muscle!

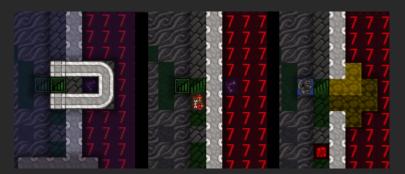
The bugbat mutilated corpse pushes The Eternal Warrior in the lower body, but there is no force!

The Eternal Warrior attacks The bugbat mutilated corpse but He scrambles away!

The Eternal Warrior punches The bugbat mutilated corpse in the upper body with her left hand and the injured part collapses!

A great hero has been born this day. Or possibly an idiot, it be a fine line. Now can we please be closin' the trap corridor and cleanin' it out? Thank ye!

Yar, that's our dump tower? It's got flippin' holes in it! What idiot thought that was a good idea?



One o' ye useless lubbers go and deconstruct those fortifications, right now. We'll replace them with walls so the magma mist can't be gettin' in.

Ye fools! I told ye to deconstruct the fortifications! Now someone's dead and it's all ye're fault!



Anyone know who it was? Nay? Oh well, I guess we'll know when they don't show up for dinner. I be cancelling that dump zone completely until those walls are built.

Wait, ye three still be out there? It's been a fortnight! Dammit, I told ye to get back in 'ere! What're ye doing? Why ye just be staring blankly at 'im like that?



Okay, this be kind of creepy. Seriously, you lot stop staring at Zuglarkun. Ye not be vile mist husks, stop pretending ye are.

This is strange. Be Zuglarkun... doin' something to them?

... I may have to be takin' drastic measures.



Elves. Well, I have no quarrel with them. I know some who do, but I've never really 'got' why exactly.

He is not bothered in the slightest by deviations from the norm or even extreme differences in lifestyle or appearance.

Besides, they be admirable animal trainers, and bring with them fearsome beasts, like this Double-Muskox:

```
(grown apple wood buckler), Hauled
(grizzly bear ($) cage (apricot wood)), Hauled
(muskox ($) cage (cherry wood)), Hauled
(+«-grown cherry wood bracelet-»+), Hauled
(-«grown apricot wood spear»-), Hauled
(-«grown hazel wood splint»-), Hauled
(-kenaf plant fiber right glove-), Hauled
(-kenaf plant fiber left glove-), Hauled
```

A terrible beast. They also bring another grizzly bear. Nice of them to *finally* bring us a female to go with our 5 males! I'll have her pastured immediately.

The diplomat wants to talk about tree's. As always, Ilral hashes out an agreement. I doubt we will have much use for wood this year. I be havin' other plans.

```
Mame Ethanalafo: Greetings from the woodlands. We have much to discuss.

We elves are partial in particular to the trees in the forests surrounding your lands. Although we are loath to spare a single branch to your senseless slaughter, we are willing to ask that you cap your tree-fells at one hundred until we next meet.

Ilral Onulikthag:

a - We can grant this request. Let's discuss the specifics, though...

b - We cannot stop production just because of your quaint sensibilities.

We can part with at most 130 trees, butcher.

Ilral Onulikthag:

a - We can abide by this. Let us work toward mutual co-existence.

b - Our needs exceed your allowances. Relax. They're only trees.

The world is the same as ever.

Mame Ethanalafo: Although we do not always see eye to eye (ha!), I bid you farewell. May you someday embrace nature as you embrace the rocks and mud.
```

Okay, it's been the better part of a month, and those three fools still be out there. This not be right. This be something unnatural.



I won't be havin' them starve to death on my watch, or killed by goblins, or captured by the mists. Nay! We need to be rescuin' them. We need to destroy that what be havin' a hold on their mind.

We need to kill Zuglarkun.



Again.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on August 16, 2016, 07:02:19 am

Oh geez I'm dead again?

Must be karma for making fun of how we were safe from the vile mist.

Mind redorfing me as one of the newborns? Let's not name it Zuglarkun this time. Shipcat would suffice.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 16, 2016, 10:02:10 am

Quote from: Zuglarkun on August 16, 2016, 07:02:19 am

Oh geez I'm dead again? Yeah, I said so in my last update.

Quasar, loving the updates. Next time you open the trap, though, stick a squad in there and seal the inner airlock. It works just as well without the threat to the fort.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 17, 2016, 03:11:28 am

Arright, time to be kickin' some vile mist husk arse! I mean, not me personally, but the militia certainly. They seem keen.



'e's never been a pretty dwarf, but Zuglarkun certainly used to be better lookin' than this. Mate, ye need to be takin' better care o' yerself.

"Uh, overseer?"

Yar, what be the problem lad?

"Um... we worked out that the dwarf that got burned was Ablel Ozkaklitast, and..."

Ah, Ablel, I hardly knew ye. In fact, I don't think I knew ye at all. Oh well, these things happen."

"... err... and there's a forgotten beast in the third caverns."

→Ablel Ozkaklitast, Teamster has been missing for a week.
The Forgotten Beast Baru has come! A towering scaly slug. It has thin wings of stretched skin and it has a gaunt appearance. Its teal scales are small and close-set. Beware its fire!

"The caverns what be open? Those caverns?"

"Yes, overseer."

"Aw crup! EVERYONE, CHANGE 'O PLANS! TA' THE THIRD CAVERNS!"



Hyahar! No beastie be gettin' into Murderflood on my wa-

```
→The Swamp Titan Nos Slalstoospaz Ostusm Aste has come! An enormous blob composed of steam. It has wings and it moves about carelessly.
```

Aw c'mon! Dammit, the militia be miles away, holding off the fireslug. Us civilians will have to handle this one.

Luckily, it's made of steam: a few good punches should drive the beastie off. We should be fine so long as it doesn't catch anyone napping...



... yar, saw that one coming the moment I said it. Oh god, that be Flame I, our weaponsmith! Wake up, Flame! Yer about to be sauna'd to death!!!

... she can't hear me, can she?

Oh. Uh... huh. It be just standing there, watchin' her while she sleeps. That be creepy but also kind of romantic, in a "sparkly vampire" kind of way.

What? I be an author, it be countin' as research. Don't judge me.

Is it waiting for her to wake up? What will happen when she...

Flame: "Oh. Uh... hi? You know what, I'm just... I'm going on break. Bye."



Flame: "Eww! Don't touch me, you're wet!"

```
The Swamp Titan pushes The Weaponsmith in the left lower arm, but there is no force!
The Swamp Titan attacks The Weaponsmith but She jumps away!
The Swamp Titan misses The Weaponsmith!
The Swamp Titan misses The Weaponsmith!
```

Flame: "I'm leaving. Go away!"



Yar, that be the appropriate response. Those books would've been much better if the protagonist 'd done *that* when she woke up. She could learn a thing or two from Flame.

Taupe? Imic? Is the beast in position? Yar? Excellent.

KILL.

```
The war Giant Kea bites The Swamp Titan in the right wing and the severed part sails off in an arc!
The Swamp Titan misses The war Giant Kea!
The war Giant Kea misses The Swamp Titan!
The Swamp Titan pushes The war Giant Kea in the upper body, but the attack glances away!
The Swamp Titan leaps at The war Giant Kea!
The Swamp Titan collides with The war Giant Kea!
The war Giant Kea is knocked over and tumbles backward!
The Swamp Titan pushes The war Giant Kea in the right upper leg, but the attack glances away!
The war Giant Kea attacks The Swamp Titan but It jumps away!
```

Giant War Kea's to the rescue!



Giant War Kea's are fucking useless!

And where be those grizzly bears I assigned to protect our most valuable dwarves? And will someone just punch the thing in the face until it's dead? Please?

```
the Pump Operator Ral Zuntirrash is fighting?

The Swamp Titan misses The Metalsmith!
The Swamp Titan attacks The Metalsmith but He jumps away!
The Swamp Titan is caught in a burst of steam!
The Pump Operator strikes The Swamp Titan in the left wing with her (bronze pick) and the severed part sails off in an arc!
The Pump Operator misses The Swamp Titan!
The Swamp Titan attacks The Pump Operator but She jumps away!
The Pump Operator attacks The Swamp Titan but It jumps away!
The Pump Operator misses The Swamp Titan!
The Swamp Titan misses The Pump Operator!
The Swamp Titan attacks The Pump Operator!
The Swamp Titan attacks The Pump Operator but She jumps away!
The Swamp Titan is caught in a burst of steam!
The Pump Operator strikes The Swamp Titan in the body with her (bronze pick), breaking away half of the tissue!
```

Thank ye. Now, back to the fireslug situation.

Ye idiots ready? Ye better be, 'cos here it comes!



OPEN FIRE!

```
The flying ⟨≡reindeer bone bolt≡⟩ strikes The Forgotten Beast in the right wing, tearing it!

The Forgotten Beast misses The Elite Marksdwarf!

The flying ⟨*crundle bone bolt*⟩ strikes The Forgotten Beast in the right wing, tearing it!

The flying ⟨*bugbat bone bolt*⟩ strikes The Forgotten Beast in the body, tearing the scale and bruising the skin!

The flying ⟨≡hungry head bone bolt≡⟩ strikes The Forgotten Beast in the left wing, tearing it!

→The flying ⟨*silver bolt*⟩ strikes The Forgotten Beast in the body, tearing the fat and bruising the muscle and bruising the brain!
```

"Whoa. Did we get it? Wait, what's it doing..."

"It's gonna explode!"

воом



Most of the militia be thrown to safety by the explosion, but three dwarves were engulfed in the fireball: Thob the hammerdwarf, Thob the marskdwarf, and Obok, Thobs newborn baby. The only baby born this year, in fact: poor Obok had been born barely a month ago. I remember Thob telling me she'd been planning to name the young dwarf "Shipcat", or possibly "Zuglarkun V".

Well, I can at least say his mother faced her demise, as well as that of her child, with quite a bit of style.

```
Her upper body is running with Thob Creviceflags's dwarf blood. Her upper body is melted. Her lower body is running with Thob Creviceflags's dwarf blood. Her lower body is melted. Her right upper leg is oozing Thob Creviceflags's dwarf blood. Her right upper leg is dented. Her right upper leg is melted. Her left upper leg is oozing Thob Creviceflags's dwarf blood. Her neck is oozing Thob Creviceflags's dwarf blood. Her neck is melted. Her right upper arm is melted. Her right hand is dented.

Thob Nunursolon, Mechanic: I was caught in smoke underground. No, that's not annoying.

Thob Nunursolon, Mechanic: The body of my child decayed without burial. There's nothing to be indignant about.

Obok Arroskubuk, Dwarven Baby has been found dead.

Thob Nunursolon, Mechanic has been found dead.
```

I hope we can all be so composed and dignified as we burn to death slowly. An inspiration, to be sure.

Alright you lot, get back to the surface. Hurry yer slack arses. We be havin' a Zuglarkun to kill and a trio of the weak-willed to rescue...



Yar! Battle be joined! The militia's tactics be flawless: they commence the attack by knocking the copper crossbow from Zuglarkun's hand, and then disarming

him in an even more literal fashion.

```
The Construction Worker vile mist husk strikes at The militia captain but the shot is blocked?

The militia captain bashes The Construction Worker vile mist husk in the right hand with his Mamotakir and the injured part is crushed?

The Construction Worker vile mist husk loses hold of the *copper crossbow*.

The Construction Worker vile mist husk misses The militia captain?

The Construction Worker vile mist husk loses hold of the Esteel right gauntletE.

The Noble(?) stabs The Construction Worker vile mist husk in the right upper arm with her Zirilkubuk Stibmer Onesh and the severed part sails off in an arc!
```

With no arms left to attack with, it be just a matter of not getting bitten and hitting him until he stops moving. Some soldiers be a little overenthusiastic...

```
The Swordmaster bites The Construction Worker vile mist husk in the right eye, bruising the right eyelid's skin through the ≡pond grabber leather cloak≡!

→The Swordmaster latches on firmly!
```

... but mostly the militia be actin' like professionals. The battle finally ends when one soldier tackles the husk to the ground. For a moment Zuglarkun's face twists into a look of surprise: perhaps it be a remnant of his original personality, or perhaps the intelligence that controls his corpse be genuinely surprised. Regardless, the swordsdwarf ignores it, raises her sword high, and cuts his head off at the base of the neck.

```
The Noble(?) charges at The Construction Worker vile mist husk!

The Construction Worker vile mist husk looks surprised by the ferocity of The Noble(?)'s onslaught!

The Noble(?) collides with The Construction Worker vile mist husk!

The Construction Worker vile mist husk is knocked over and tumbles backward!

The Construction Worker vile mist husk loses hold of the =pond grabber leather hood=.

The Construction Worker vile mist husk loses hold of the =steel helm=.

The Noble(?) stabs The Construction Worker vile mist husk in the neck with her Zirilkubuk Stibmer Onesh and the severed part sails off in an arc!

'Youglarkun IV' Kubukonul, Construction Worker vile mist husk has been struck down.
```

Propelled by the force of the blow, the ex-dwarf's head sails out into the middle of the lake with neck still attached, disturbing the still water with a splash.

All hail Asmoth, slayer of Zuglarkun!

```
'Asmoth' Rigothvesh Bithsestmishthem Zan,
"'Asmoth' Crafteddust the Triangular Scholar of Artifacts
Creator of Zirilkubuk Stibmer Onesh, ?
Zuglarkunslayer
```

After a moment, the three dwarves on the far bank came to their senses and began the trek home, while the militia piled back through the new tunnel.



Yar! An excellent result, what be leavin' absolutely no loose ends whatsoever.

Silently, the dwarven head settled into the darkness at the bottom of the lake. The weeds curled around it, embracing and caressing it.

Not. A. One.

Ye can all be gettin' back to work now.

OOC:

Zuglarkun: Since our youngest dwarf got incinerated, I've dwarfed Shipcat as the second youngest.

anything after seeing a crundle die. She didn't feel anything after seeing a giant olm die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a giant oln die. She didn't feel anything after seeing a giant oln die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a cave croocille die. She didn't feel anything after seeing a lungry head die. She didn't feel anything after seeing a lungry head die she didn't feel anything after seeing a cave croocille die. She didn't feel anything after seeing a cave croocille die. She didn't feel anything after seeing a start seeing a cave croocille die. She didn't feel anything after seeing a start seeing a cave croocille die. She didn't feel anything after seeing a start seeing a cave croocille die. She didn't feel anything after seeing a cave croocille die. She didn't feel anything after seeing a sew croocille die. She didn't feel anything after seeing a cave croocille die. She didn't feel anything after seeing a cave croocille die. She didn't feel anything after seeing a cave croocille die. She didn't feel anything after seeing a cave croocille die. She didn't feel anything after seeing a cave croocille die. She didn't feel anything after seeing a cave croocille die. She didn't feel anything after seeing a cave croocil

Flame: Yeah, I'm still working out how to use the trap corridor efficiently. I don't want to get anyone killed, but I don't have a chance in hell of getting my megaproject finished if I don't keep the militia working. A quandry, ye see.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on August 17, 2016, 12:11:33 pm

Wait did we fucking lose TWO Zuglarkuns simultaneously?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 17, 2016, 12:45:10 pm

Nah, there was only one Zuglarkun, it just got husked.

Also, my dwarf is awesome. Successfully fleeing from a goddamned titan. Quasar, could you please make it so my little tower by the forges doesn't have roof access any more?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on August 17, 2016, 03:47:14 pm

Quote from: TheFlame52 on August 17, 2016, 12:45:10 pm

Nah, there was only one Zuglarkun, it just got husked.

Also, my dwarf is awesome. Successfully fleeing from a goddamned titan. Quasar, could you please make it so my little tower by the forges doesn't have roof access any more?

but how are you going to point out to the roof access and say "Look, that's where the monster I outran came from!"?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 17, 2016, 03:55:22 pm

What? That was a titan. A winged titan made of steam. Yes I know it's not impressive, I just make the weapons, I don't wield them!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 18, 2016, 03:26:47 am

Yar!



The trap corridor again be open. This time, I have informed the populace that the eloquently named "stay inside you fucks" burrow be active, and anyone caught outside will be keelhauled. Admittedly, I haven't yet worked out how I'm gonna haul someone across the keel o' a dwarven fortress widdout killin' em, but I'll find a way. It'll probably involve some sort of magma-proof cage.



The traps themselves be workin' as well as ever.

```
The *copper short sword* strikes The blind cave ogre corpse in the throat, tearing it!
The *copper short sword* strikes The blind cave ogre corpse in the left upper leg, bruising the fat!
The *copper short sword* strikes The blind cave ogre corpse in the right upper arm, fracturing the bone!
The *copper short sword* strikes The blind cave ogre corpse in the right lower arm, fracturing the bone!
A ligament has been torn and a tendon has been torn!
The spinning *copper short sword* misses The blind cave ogre corpse!
The =silver war hammer= strikes The blind cave ogre corpse in the left foot, chipping the bone!
The spinning (silver war hammer) misses The blind cave ogre corpse!
The spinning (copper war hammer) misses The blind cave ogre corpse!
The spinning (silver war hammer) misses The blind cave ogre corpse!
The (silver war hammer) strikes The blind cave ogre corpse in the left upper leg, bruising the muscle!
The =silver war hammer= strikes The blind cave ogre corpse in the right upper arm, jamming the bone through the right shoulder's muscle and chipping the right shoulder's bone!

*The blind cave ogre corpse falls over.
```

just remember to close it when the trap be active! I also briefly tried using a dwarf as bait, but one dwarf doesn't really get the beasties moving the way an entire fortress does.



Idlers: 0

```
Sazir Ulabuzol, Construction Worker
Zas Lisedonul, Teamster
Deduk Nishmatul, Garbagedwarf
'Duck' Lekmomuz, Miner
'Morgan' Amlitast, Woodcutter
'CrAzy UriST' Amnekstinthad, Engraver
'Triaxx II' Dustikasen, Deadtrollslayer
Dumat Utharshem, Titanslayer
'Gwolfsky' Zesiton Gusilstistras Bal, Escapist
Mebzuth Domasvush, Mason
Rith Zuntirlecad, Mason
Ushat Idenkib, militia captain
'Pyrotechno' Azmololin, Metalsmith
Shorast Shintirist, Furnace Operator
Rakust Bralonam, Furnace Operator
'Imic' Bibanushat, Keamaster
Olon Sanrebkivish, Furnace Operator
Sigun Geshudetas, Hauly-Dwarf
Zaneg Iunalath, Furnace Operator
Edzul Ganrimtar, Furnace Operator
Edzul Ganrimtar, Furnace Operator
'Asmoth' Rigothvesh Bithsestmishthem Zan, Zuglarkunslayer
'Plame III' Asteshrutod, Weaponsmith
Tosid Athelcudist Ralmeb Arkoth, militia captain
Stukos Giginshorast Letmosduthtish Iklist, Gem Setter
Solon Unibalath, Craftsdwarf
Led Kadolamnek, Bone Carver
'Azula' Cerolasmel, Clothier
Urist Idtost, Glassmaker
Atir Kubukasiz, Leatherworker
Fath Kolanil, Stonecrafter
'Moira' Gikutavuz, Woodcrafter
'Moira' Gikutavuz, Woodcrafter
'Moira' Gikutavuz, Woodcrafter
'Moira' Gikutavuz, Woodcrafter
'Unohiparta' Melhiledos, Parmer
'Collin' Emgashzuglar, Farmer
'Collin' Emgashzuglar, Farmer
'Collin' Emgashzuglar, Farmer
'Banush Monommatul Head Evecutioner of the Cuand
                                                                                                                                                                                                                                                                                                                              Construct Building
                                                                                                                                                                                                                                                                                                                              Construct Building
                                                                                                                                                                                                                                                                                                                              Store Owned Item
Construct Building
Construct Building
                                                                                                                                                                                                                                                                                                                             Construct Building
Sleep
Construct Building
Thob Lokumbomrek (Engrave Memorial)
Pickup Equipment
Construct Building
Construct Building
Construct Building
Construct Building
Smelt pating silver Ore/R
                                                                                                                                                                                                                                                                                                                             Smelt native silver Ore/R
Archery Practice
                                                                                                                                                                                                                                                                                                                              Smelt native silver Ore/R
Construct Building
                                                                                                                                                                                                                                                                                                                              On Break
Melt a Metal Object/R
                                                                                                                                                                                                                                                                                                                             Place Item in Tomb
Construct Building
Construct Building
                                                                                                                                                                                                                                                                                                                            Construct Building
Make enormous green glass corkscrew/R
Fill Waterskin
Construct Building
Construct Building
Construct Building
Store Item in Stockpile
Construct Building
Smelt native silver Ore/R
Construct Building
Construct Building
Store Item in Barrel
                                                                                                                                                                                                                                                                                                                              Store Item in Barrel
                                                                                                                                                                                                                                                                                                                             Sleep
Construct Building
On Break
        Edzul Ellestolin, mayor
'Urist McKiwi' Lertethiden, Knight of Cactus
       Orist McKiwi' Lertethiden, Knight of Cactus
Bomrek Monommatul, Head Executioner of the Guard
'Quasar' Bekargoden, Author
èzum Kilrudsolam, Brewer
'Blitz Gamer' Nisgaklorbam, Traveller
Rith Iklisterith, Trouble
'Taupe' Febunol, Fields Supervisor, Keablaster
èrith Kogantad, Planter
Kivish Lokumsebir, Planter
Ilral Onulikthag, duchess of Murderflood
                                                                                                                                                                                                                                                                                                                            Construct Building
Construct Building
Construct Building
Prepare Lavish Meal/R
No Job (Caged)
Store Item in Barrel
Harvest Plants
Store Item in Barrel
Construct Building
Smelt native silver Ore/R
Construct Building
Construct Building
Sleep
                                                                                                                                                                                                                                                                                                                              Construct Building
         Ilral Onulikthag, duchess of Murderflood
         Rîsen Zaneglanlar, Eternal Warrior
                                                                                                                                                                                                                                                                                                                              Sleep
                                                                                                                                                                                                                                                                                                                              Construct Building
Construct Building
Construct Building
                                                                                                                                                                                                                                                                                                                            Sleep
Construct Building
Construct Building
Construct Building
     Bembul Konosvabok, Pump Operator
'Sarrak' Stinthadnol Rinulosdin Oltar, Soldier
'Haerdalas II' Nefekoddom Gisstirthir Avuz, bookkeeper
Sibrek Mosusdetes Arothudib Gukil, Administrator
Aban Zikeldumat Tileshvetek Lid, Administrator
'De' Dastotteskom Lumnumistrath, militia captain
Besmar Zefonemuth Omristedimshazak Usan, Administrator
Fikod Nokimken, Administrator
Sarvesh Atheldolil, Doctor
Etur Akrullitast, Peasant
Rith Loloknekol, Peasant
Zaneg Ushrirasob, Dwarven Child
                                                                                                                                                                                                                                                                                                                             Sleep
Smelt native silver Ore/R
Construct Building
                                                                                                                                                                                                                                                                                                                              Sleep
                                                                                                                                                                                                                                                                                                                            Sleep
Sleep
Construct Building
Construct Building
Pen/Pasture Stray Muskox (Tame)
```

Construction continues on what I be confident will become me Magnus Opus. Even if it never be used, the monument I be authorin' in silver and copper be unequalled in all the world. Hopefully we've got all our bad luck out early, so this year will be free of further interruptions, that we may-

"Overseer! Overseer!"

Yar, what now?



Dammit Zuglarkun, you've already come back from the dead as an unholy abomination of dark magic once. Doin' it twice be just showin' off!



Yar, a stalemate. Thar Zuglarkun's head be swimming, like some sort of albino aquatic mammal, using 'is neck like a fish tail, and the militia be all standing around waiting for 'im ta' come up on land where they can fight 'im properly. I don't want anyone to fall in and drown in the lake ye see, for obvious reasons, so we be stuck.

Oh, hi Zas. What ye be up to'?

"Just going to bury Zuglarkun's body."

... yar, sure why not? Go on ahead. [snigger]

```
The 'Zuglarkun IV' Kubukonul's neck bites The Teamster in the left lower leg, bruising the muscle through the ≡pig tail fiber trousers≡!

Zas Lisedonul, Teamster: I must withdraw!

*Zas Lisedonul, Teamster: I was attacked by the dead. I am not upset by this.
```

"AAAARGH! ZUGLARKUN YOU ASSHOLE!"

Heheh. Alright, fine. Everyone, go and kill 'im. If'n ye' fall in, try not to drown.

[two pages of combat reports later]

```
The militia captain punches The 'Zuglarkun IV' Kubukonul's neck in the tongue with his left hand, bruising the left cheek's skin!

The Titanslayer pulls on the embedded Osresh Luzat.

The Administrator kicks The 'Zuglarkun IV' Kubukonul's neck in the neck with her right foot, bruising the muscle and tearing apart the upper spine's nervous tissue!

The Pump Operator bashes The 'Zuglarkun IV' Kubukonul's neck in the head with her Bothonmadush, bruising the muscle and fracturing the skull!

The Titanslayer stabs The 'Zuglarkun IV' Kubukonul's neck in the throat with her Osresh Luzat, tearing it apart!

The Osresh Luzat has lodged firmly in the wound!

The 'Zuglarkun IV' Kubukonul's neck misses The Pump Operator!

The Pump Operator punches The 'Zuglarkun IV' Kubukonul's neck in the throat with her left hand, bruising it!

The militia captain punches The 'Zuglarkun IV' Kubukonul's neck in the head with his left hand, bruising the muscle and bruising the skull!

The Pump Operator bashes The 'Zuglarkun IV' Kubukonul's neck in the throat with her Bothonmadush, bruising it!

The flying (=forgotten beast bone bolt=) strikes The 'Zuglarkun IV' Kubukonul's neck in the left eyelid, tearing apart the skin!

The flying (**reindeer bone bolt**) strikes The 'Zuglarkun IV' Kubukonul's neck in the head, tearing apart the muscle!

The Administrator hacks The 'Zuglarkun IV' Kubukonul's neck in the head with her **adamantine battle axe** and the severed part sails off in an arc!
```

Well that looked to be tougher than expected. So... Zuglarkun be dead now? For good? None of the bits be fallin' in the lake again?

Yar, that be a relief. We can at last be puttin' this sorry tale behind us and gettin' back ta' the tasks at hand: continuin' me Magnum Opus, and cleanin' out the caverns.

Speaking of the caverns, these be all the undead that remain.

```
Undead
                                                             Undead
                                                             Undead
                                                             Undead
                                                             Undead
                                                             Undead
pond grabber mutilated corpse cave crocodile corpse
                                                             Undead
                                                             Undead
pond grabber corpse
                                                             Undead
pond grabber corpse
                                                             Undead
reacher corpse
                                                             Undead
draltha corpse
bugbat corpse
                                                             Undead
                                                             Undead
bugbat corpse
                                                             Undead
                                                             Undead
                                                             Undead
                                                             Undead
bugbat corpse
                                                             Undead
                                                             Undead
                                                             Undead
Uquiresut, Othsal Vostazugosh Ner Dal's corpse
                                                             Undead
cave crocodile corpse
                                                             Undead
                                                             Undead
                                                             Undead
hungry head corpse
                                                             Undead
```

We be down to 25 undead, and the remainder be stayin' away from the trap corridor: mostly they be stuck up tree's and perched atop mushrooms. Only two of the beasts be promising much of a fight: the Draltha was a peaceful animal in life but big and dangerous in death, and of course Uquiresut, an enormous eyeless crocodile, promises a battle for the ages should we ever be able to coax it out of it's lake.



But that be irrelevant, at least for now. I be closin' off the caverns: perhaps I will be sparing the militia dwarves to clean them properly later. But for now, we

have more important things to concern ourselves with.

I watch Asmoth go past, solumnly carrying Zuglarkun's head to it's final resting place.

'Asmoth' Rigothvesh Bithsestmishthem Zan, Zuglarkunslayer Place Item in Tomb

It be seeming appropriate that the one who put him down would also put him to his final rest.

I be no architect, nor engineer, but there be dwarves here who know their stuff. They tell me the project'll be sturdy.



The duchess's room, once accessible by the roof, has now been connected to the hospice. She was unimpressed with this decision, but after I explained the purpose of the

walls, she agreed that having an airtight entrance to her quarters was better than the alternative.

It be nearin' the end of spring. I'll be leavin' a sketch of progress to date at the end of this-

```
*`Asmoth' Rigothvesh Bithsestmishthem Zan, Zuglarkunslayer cancels Place
Item in Tomb: Interrupted by `Zuglarkun IV' Kubukonul's rotten head.
```

Arr fer FUCKS sake!

```
The 'Zuglarkun IV' Kubukonul's rotten head misses The Swordmaster!
The Swordmaster strikes The 'Zuglarkun IV' Kubukonul's rotten head in the right eyelid with the pommel of her Shislugonul, but the attack glances away!
The Swordmaster strikes The 'Zuglarkun IV' Kubukonul's rotten head in the left eye with the pommel of her Shislugonul, but the attack glances away!
The 'Zuglarkun IV' Kubukonul's rotten head misses The Swordmaster!

The Swordmaster stabs The 'Zuglarkun IV' Kubukonul's rotten head in the right cheek with her Shislugonul, tearing apart the skin!
```

Thank ye!

Now can someone please explain to me what scurvy-infested lily-livered yellow-bellied mutinous dog-faced asshole thought building Zuglarkun's tomb under the lake waters be a good idea?!



[sigh]

Alright, here's the sketch I promised ye'. Presentin' the first 6 levels of the Murderflood Last Resort Cistern.



Made mostly of specially treated silver, it will be a dome-shaped structure designed to hold magma. Obviously I hope it may never be comin' to that, but should all be lost, should Murderflood fall and the suffering of the Dwarves be too great to survive... then a wave of magma pressurized by gravity will scour the fort clean. We will burn... all will burn... and I will have authored the greatest tale in all dwarven history. Aye! The great story of Murderflood will last forever, and we will be *immortal* within it.

Yar, Murderflood's ultimate fate shall be my masterpiece, if I can but finish the dome within the year...

Summer has arrived on the calendar.

... though obviously I have no intention of activating it. That would be bad.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: TheFlame52 on August 18, 2016, 08:43:34 am

YOU ABSOLUTE DWARF

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on August 18, 2016, 12:09:25 pm

What a magnificient project.

Also...

What the actual fuck.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 18, 2016, 12:58:18 pm

That reminds me. What are the teamsters? Who made them? Where did they come from?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Blitzgamer on August 18, 2016, 12:59:20 pm

It has been too long since I checked in. Now I'm in the militia, have killed things, and my son has grown up too? Can I get a look at my kills, what weapons I wield, and how my family is doing? Have I made anything besides amazing food?

Blitz log:

Been far too long since I've written one of these. Life continues here in murder flood, and with Collin farming now I have more time to cook and craft. It's nice being able to turn my son's hard work into something the entire fort can enjoy. Nice as well to have this candle I took from that theif. Kobolds are odd creatures, thinking nothing of taking from others, but with their own possessions it's always "you no take candle." Still, I'm glad militia work hasn't led to another injury. If I hurt my other arm I might not be able to forge anything, or even worse, lose the ability to finely mince. Where would this place be without my cooking keeping up morale? Now then, I better get back to the forge, my skills won't improve themselves.

End log.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 19, 2016, 04:10:39 am

Dammit.

Dammit dammit dammit dammit.

Save crashes when I load it for no discernable reason. It gets as far as "loading world information", then crashes.

I don't have any copies of it since the start of the year. Tried deleting the raws, tried reverting to ascii, nothing seems to get it working.

If I can get it working I'd love to continue my turn, but I won't be restarting the year. Took me too much effort to get 5 months in, I don't think I could do it again.

I am very very annoyed right now.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on August 19, 2016, 05:12:38 am

Might it be worth uploading the save to see if it works on other people's computers? That would at least help narrow things down to either your DF installation or the save file itself being busted...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 19, 2016, 06:05:08 am

Quote from: Haerdalas on August 19, 2016, 05:12:38 am

Might it be worth uploading the save to see if it works on other people's computers? That would at least help narrow things down to either your DF installation or the save file itself being busted...

Certainly. If anyone can get it working I promise to spare them and at least some of their minions when I inevitably conquer the world.

Bugged save file is here: http://dffd.bay12games.com/file.php?id=12364. Still in Phoebus.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on August 19, 2016, 07:41:53 am

Quote from: QuQuasar on August 19, 2016, 06:05:08 am

Quote from: Haerdalas on August 19, 2016, 05:12:38 am

Might it be worth uploading the save to see if it works on other people's computers? That would at least help narrow things down to either your DF installation or the save file itself being busted...

Certainly. If anyone can get it working I promise to spare them and at least some of their minions when I inevitably conquer the world.

Bugged save file is here: http://dffd.bay12games.com/file.php?id=12364. Still in Phoebus.

I've downloaded and checked the save.

Things I've tried:

- Removing the entire graphics folder, installing ASCII (no save game to update)
- Replacing the raws with the .orig files (original raws) in the same save folder
- Downloading the original raws from the first turn save and using those to replace the raws
- Updating to 42.06

Same problem on my end I'm afraid. I don't think its a problem on the user end, but rather that the save got corrupted somehow.

Dwarf fortress crashes on the "loading tracking information" part of the loading page.

Anyone have any ideas? Previous overseers? :-\

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 19, 2016, 12:29:41 pm

Wait, did any eggs hatch before you lost the save? If so, it may be the result of a rare bug that claimed Bastiongate and a few other forts.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 19, 2016, 05:24:46 pm

Quote from: TheFlame52 on August 19, 2016, 12:29:41 pm

Wait, did any eggs hatch before you lost the save? If so, it may be the result of a rare bug that claimed Bastiongate and a few other forts.

Snapping turtles. A lot of snapping turtle's. It was about to become a plot point.



But I save and re-open a lot precisely *because* I'm paranoid about crashes (I just haven't seen them during loads before, so this one caught me completely by surprise), and they hatched at least a few saves before this happened.

I am so very annoyed about this, not just because of the work I put into the Dome, but also because the year was being amusing. A wren went mad and got wrestled into submission by the turtles...

The Stray Giant Snapping Turtle releases the joint lock of The Stray Giant Snapping Turtle's right front leg on The Giant Wren's left lower leg.
The Stray Giant Snapping Turtle bites The Giant Wren in the right lower leg, tearing the muscle!
The Stray Giant Snapping Turtle bites The Giant Wren in the left wing, tearing the muscle!
The Stray Giant Snapping Turtle locks The Giant Wren's left knee with The Stray Giant Snapping Turtle's right front leg!
The Stray Giant Snapping Turtle's right front leg.
The Stray Giant Snapping Turtle releases the joint lock of The Stray Giant Snapping Turtle's right front leg!
The Stray Giant Snapping Turtle locks The Giant Wren's left knee with The Stray Giant Snapping Turtle's right front leg!
The Stray Giant Snapping Turtle releases the joint lock of The Stray Giant Snapping Turtle's right front leg.
The Stray Giant Snapping Turtle locks The Giant Wren's left lower leg.
The Stray Giant Snapping Turtle locks The Giant Wren's left knee with The Stray Giant Snapping Turtle's right front leg!
The Stray Giant Snapping Turtle releases the joint lock of The Stray Giant Snapping Turtle locks The Giant Wren's left lower leg.
The Stray Giant Snapping Turtle locks The Giant Wren's left knee with The Stray Giant Snapping Turtle's right front leg!
The Stray Giant Snapping Turtle locks The Giant Wren's left knee with The Stray Giant Snapping Turtle's right front leg!
The Stray Giant Snapping Turtle blocks The Giant Wren's left lower leg.
The Stray Giant Snapping Turtle bites The Giant Wren's left lower leg.
The Stray Giant Snapping Turtle bites The Giant Wren in the upper body, tearing the muscle!

The Stray Giant Snapping Turtle stands up.

A plague broke out amongst the baby turtles and then spread to the dwarven population...





And CrazyUrist lived up to his name, and tried to climb down the Dome rather than taking the stairs.



It went about as well as you'd expect.



And now shenanigans look to be about to wipe all that, as well as my Dome, from Murderflood history. Dammit! >:(

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: TheFlame52 on August 19, 2016, 05:31:49 pm

Yep, that's the bug alright. The only solution is to restore from a previous save. At least we have one less than a year old - Bastiongate had to be restored from a three-year-old save where the fort had been retired!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on August 19, 2016, 06:07:26 pm

That's why I make a back up every season, instead of just the auto-save.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 19, 2016, 10:11:09 pm

Well, blurp then. As I stated earlier, if I can't get it back, I'm forfeiting my turn.

Sorry guys, but it took me all my spare time this last week to do 5 months, and managing the construction of a 30x30 curved roof takes a lot of micromanagement: it's not like I can just set-and-forget it.

I don't really have it in me to start all over again. Ghills, you're up next.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Ghills on August 21, 2016, 04:01:56 pm

Alrighty, downloading the save.

Fyi, my medical problems are ongoing, though we may be close to a diagnosis finally. I haven't been able to keep up with the thread and I'm not going to go back to reread, or take the time to write up stuff in character, but I will play as much as I can.

I'll also be installing a tileset if there isn't one already in the save, because heck no am I going to try and figure out this fort in ascii.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 21, 2016, 04:41:52 pm

Aww dang. I was just about to go back on my forfeit and had started playing again. Couldn't stop thinking about the fort over the weekend.

If you've already started, Ghills, feel free to ignore this, but I wouldn't mind taking another crack at it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Ghills on August 21, 2016, 07:07:16 pm

Quote from: QuQuasar on August 21, 2016, 04:41:52 pm

Aww dang. I was just about to go back on my forfeit and had started playing again. Couldn't stop thinking about the fort over the weekend.

If you've already started, Ghills, feel free to ignore this, but I wouldn't mind taking another crack at it.

Great! You go right ahead. I hadn't gotten downloading anyway. I think i'm the last person on the turn list, and i'm ok with you gettting a do-over because of the save bug.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on August 21, 2016, 09:32:21 pm

Quote from: Ghills on August 21, 2016, 07:07:16 pm

Quote from: QuQuasar on August 21, 2016, 04:41:52 pm

Aww dang. I was just about to go back on my forfeit and had started playing again. Couldn't stop thinking about the fort over the weekend.

If you've already started, Ghills, feel free to ignore this, but I wouldn't mind taking another crack at it.

Great! You go right ahead. I hadn't gotten downloading anyway. I think i'm the last person on the turn list, and i'm ok with you gettting a do-over because of the save bug.

Thank you! I promise to build the best enormous, fortress-killing death trap I possibly can for you to enjoy.

Okay then, here we go. The new year won't be much different from old year, but it will certainly be more efficient: I know to free the barracks and archery targets, rework the labors, use burrows to keep Risen indoors when I open the trap corridor, deactivate the Dump Tower of Dwarf Melting, order the construction of glass corkscrews, designate the first 4 floors of the Murderflood Last Resort Cistern, and most importantly DECONSTRUCT THE NEST BOXES before I unpause.

So I won't be making the same mistakes as last time. I'll be making brand new mistakes!

To try and speed through the early month's I'll stay OOC unless things get interesting, and just report when things differ from last time.

Early changes:

- * Shipcat (aka. "Zuglarkun 5", previously "Obok the Flammable, son of Thob the Equally Flammable") was born in the first few days of spring, same as last time, but as a girl and with a different birth name. I believe they were male last time, so I guess dwarven gender is chosen at birth. I'll do my best to keep this incarnation away from any open flames (cue drowning).
- * Zuglarkun IV (aka. Zuglarkun the vile mist husk, aka. Zuglarkun the Aquatic Head, aka. Zuglarkun the Oh God Why Won't You Just Stay Down You Fucker) didn't manage to hypnotise any of the marksdwarves this time around, so I guess that means I don't need to kill him. I wonder if you can cage husked dwarves? If so, maybe an homage to Breadbowl is in order...
- * I'm paying a bit more attention to the materials used in the MLRC's construction. Last time I built the lower levels out of the nearby rock blocks: this time I'll save the blocks for scaffolding and build the entire thing out of silver, with a band of Lead at the base.

By the way: if anyone's got any good names for the MLRC, let me know. I personally quite like the understatement that "MLRC" represents, but I'm open to something sillier (eg. "Doom Overflow Magma Emitter"). Or we could just call it "The Dome" (apply capitalisation and reverb to taste).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on August 22, 2016, 02:27:48 am

Quote from: QuQuasar on August 21, 2016, 04:41:52 pm

Thank you! I promise to build the best enormous, fortress-killing death trap I possibly can for you to enjoy.

This is good to hear. Glad that the untimely crash did not entirely curb your enthusiasm for even more wanton shenanigans. Looking forward to your updates!

P.S. personally I would name it $\it The\ Murder\ Dome$. But that's just my opinion.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 22, 2016, 04:21:38 am

The beasts arrived on cue. Not the same beasts admittedly, but on 28/1 a forgotten beast appeared in the 3rd cavern layer and a titan (sorta) appeared nearly-simultaneously on the surface.

The Hydra En Spospouxo Sposlar Osplu has come! A giant dragon-like monster with seven biting heads.

This time, however, the militia somehow knew to split up. Asmoth's Amazons and the Knights of Cactus took the forgotten beast, while The Snarling Knives, The Cobolt Charms, The Eternal Boulders and The Empty Quivers headed out front to tackle the Hydra.

Things went astonishingly poorly for both beasts.

```
The Swordmaster latches on firmly!
The bookkeeper slashes The Forgotten Beast in the tail with her **adamantine short sword* and the severed part sails off in an arc!
The Traveller stabs The Forgotten Beast in the neck with his Eadamantine short sword tearing the muscle and chipping the upper spine's bone!
A tendon in the upper spine has been torn!
The Forgotten Beast misses The Swordmaster!
The Head Executioner of the Guard slashes The Forgotten Beast in the neck with her (Eadamantine short sword) and the severed part sails off in an arc!

Kill: Bomrek Paperdance

The Soldier bashes The Hydra in the left front foot with his Keskalsarek, chipping the bone!
The Axe Lord hacks The Hydra in the left front foot with her **adamantine battle axe* and the severed part sails off in an arc!
The Hammer Lord bashes The Hydra in the lower body with his **silver war hammer*, bruising the muscle and bruising the stomach!
The militia captain strikes The Hydra in the lower body with his **silver war hammer*, bruising the muscle!

The Deadtrollslayer bashes The Hydra in the upper body with his **silver war hammer*, bruising the muscle and bruising the right lung!

Kill: Triaxx2 Boargravel
```

We also found an elf in the trap corridor. She explained that she was just "admiring our craftsdwarfship". Well, fair enough. There be a lot of craftsdwarfship to be admirin' in that corridor.



Yar, Gwolfsky came ta' me to tell me Zuglarkun's been gettin' overly romantic. The Vile Mist Husk be seranading him from beneath his window. It's been keepin' 'im awake.





The militia stood by by just in case some part of 'im remembered how our traps worked, or otherwise be more intelligent than 'e looked, but we needn't have worried. Ol' Zugly just walked straight into the trap like a dumbass.



So now we be having a fancy new piece of entertainment for the dinin' hall.



Yar, It be 3 months in, an' the Murderflood Last Resort cistern be takin' shape ahead of schedule.



The magma pump tower... not so much. I be an idiot, an' I forgot to expand the burrow into the space above the tower, so it's behind. But we still have 9 months left in the year! My magnum opus will be completed!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 22, 2016, 07:12:57 am

Remember to make backups. Also, stick that guy professioned Trouble down next to Zuglarkun to give him some company.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on August 22, 2016, 08:54:34 am

Nice updates! Glad to see we've made significant progress, especially in the caverns. I've been following the thread regularly, just haven't been able to make myself comment anything meaningful recently. I'd like to take yet another turn, but I fear I won't have enough time for anything nice in the following months. I'm supposed to start working on my thesis which has been a giant boulder on my shoulders for some time already..

I'm a bit curious about that egg hatching/save corruption bug. Do we know what causes it and how preventable it is?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 22, 2016, 09:09:42 am

Something about newly hatched creatures corrupting the tracking system. I don't know how to prevent it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 23, 2016, 04:26:37 am

The beasties not be enterin' the trap corridor anymore, an' there still be a full contingent of 60 or more undead in the caverns, includin' two Draltha's and a Forgotten beast.

Well, I never much liked the way we be hidin' behind weapon traps anyways. Yar! We be dwarves! We should be killin' our enemies face ta' face, to die with honour or come back with a tale of heroism to be written in the books by folk like me and told throughout the ages.

So that's what we be doin'. To the caverns!



Me intrepid crew be jumped by a hungry head the moment they arrived, but Asmoth knocked it's teeth out. The chitterin' an' moans closin' in from the darkness promised plenty of action, and before long they were beset on all sides.

```
The hungry head corpse strikes at The Noble(?) but the shot is blocked!

The Moble(?) bites The hungry head corpse in the head, tearing the muscle and bruising the right lung!

The Moble(?) latches on firmly!

The Moble(?) stabs The Bithesstmishthem Zan. Noble(?): This is my fight

*too. There is no need to feel vengeful.

The Noble(?) stabs The hungry head corpse in the mouth with her Zirilkubuk Stibmer Onesh and the injured part is cloven asunder!

The crundle mutilated corpse misses The Head Executioner of the Guard!

The Head Executioner of the Guard slashes The crundle mutilated corpse in the right lover arm with her Mostodoel and the severed part sails off in an arc!

The trandle mutilated corpse misses The Head Executioner of the Guard!

The Head Executioner of the Guard scratches The crundle mutilated corpse in the left lover arm and the injured part is torn apart!

The Head Executioner of the Guard punches The crundle mutilated corpse in the lover body with her left hand, bruising the muscle and bruising the stomach!

The Crundle mutilated corpse strikes at The Head Executioner of the Guard in the shot is blocked!

The Head Executioner of the Guard slaps The crundle mutilated corpse in the right upper arm with the flat of her Mostodsodel, bruising the pancreas!

The Deadtrollslayer bashes The hungry head corpse in the head with his scilver war hammers, bruising the muscle and bruising the pancreas!

The Deadtrollslayer stands up.

The Deadtrollslayer bashes The hungry head corpse in the head with his scilver war hammers, bruising the muscle and bruising the hungry head corpse is propelled away by the force of the blow!
```

But hungry heads and crundles be far from the worst creatures what be awaitin' in the dark, and as they advanced slowly a large, rotting monster lumbered out. Once a peaceful herbivore, now crazed with unnatural hunger, the Draltha let out a roar and charged. The crew drew together and surrounded the beast as it kicked, reared and swung it's big head around, trying to use it's size and weight against them



Luckily for the military dwarves, the beasts size made it slow and ponderous. Aside from a lucky kick which left a minor bruise, the beast was unable to harm any of them. But they were equally unable to harm it, their blows unnoticed by the unfeeling abomination, and so the battle raged on and on until Haerdalas finally saw an opening, and the creature's head came away from its body.

```
short sword*, tearing apart the muscle and fracturing the skull!

The bookkeeper slashes The draltha corpse in the right rear leg with her **adamantine short sword* and the severed part sails off in an arc!

The Hammerdwarf bashes The draltha corpse in the right rear leg with his **silver war hammer*!

The flying (=goose bone bolt=) strikes The draltha corpse in the lower body, tearing apart the muscle!

The Traveller stabs The draltha corpse in the left rear leg with his =adamantine short sword=, shattering the bone!

A tendon has been torn!

The draltha corpse misses The bookkeeper!

The Noble(?) slashes The draltha corpse in the lower body with her Zirilkubuk Stibmer Onesh, tearing apart the muscle and tearing apart the right kidney!

The Titanslayer stabs The draltha corpse in the upper body with her Osresh Luzat, tearing apart the muscle!

The Swordmaster scratches The draltha corpse in the right eye, tearing it!

The bookkeeper slashes The draltha corpse in the head with her **adamantine short sword** and the severed part sails off in an arc!

Kill: Haerdalas Fancycloister the Fortituous Harmony of- [illegible]
```

The beast was down, but the fight wasn't over: the commotion had drawn a crowd of smaller monsters from all directions. But by this stage, the crew was tirin'. It was only a matter of time before the first casualty, and sure enough, Deduk the Titanslayer was promptly brought low by a Reacher's long, thin arms.

```
The reacher mutilated corpse punches The Titanslayer in the left lower leg with her right hand, fracturing the bone through the *steel greaves*!
The Titanslayer gives in to pain.
The Titanslayer regains consciousness.
The Titanslayer gives in to pain.
```

Far worse was what happened moments later. Urist McKiwi, Knight of Cactus was dragged to the ground and savagely mauled by a terrifying cavern beast. Ye thought the Draltha was bad? It be nothin' compared to the unmitigated horror... of **Disembodied Crundle Head**.

```
The Knight of Cactus bashes The crundle head in the head with her Itdunduz and the injured part is crushed!
The Itdunduz has lodged firmly in the wound!
Urist McKiwi' Lertethiden. Knight of Cactus: I have a part in this.
There is no need to feel vengeful.
Urist McKiwi' Lertethiden. Knight of Cactus: I have a part in this.
There is no need to feel vengeful.
The Knight of Cactus attacks The crundle head but She scrambles away!
The crundle head bites The Knight of Gactus in the left foot, chipping the bone through the *Kemu leather low boot*!
The Knight of Cactus gives in to pain.
The knight of Cactus gives in to pain.
The crundle head bites The Knight of Cactus in the left foot, bruising the bone through the *Kemu leather low boot*!
The crundle head latches on firmly!
The crundle head latches on firmly!
The crundle head latches on firmly!
The crundle head shakes The Knight of Cactus around by the left foot, tearing apart the left foot has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn? The crundle head shakes The Knight of Cactus in the head, bruising the muscle and fracturing the skull through the =giant olm leather hood=!
The crundle head shakes The Knight of Cactus around by the left foot, tearing apart the left foot's muscle and bruising the bone!
An artery in the left foot has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn? The crundle head shakes The Knight of Cactus around by the left foot, tearing apart the left foot's muscle and bruising the bone!
An artery in the left foot has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn? The crundle head shakes The Knight of Cactus around by the left foot, tearing apart the left foot has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn? The crundle head shakes The Knight of Cactus around by the left foot, tearing apart th
```

McKiwi's tortured screaming could be heard even from the surface as the terrible creature took it's pound of flesh.

Luckily for both dwarves, their crewmates be alongside them. The beasts were dealt with decisively and I 'ad the burrow widened just enough for a few civilians to be gettin' into the caverns to recover them, while the rest of the militia be stayin' on guard against the possibility of more undead abominations.

```
Urist Idtost, Glassmaker Recover Wounded Ablel Ozkaklitast, Teamster Recover Wounded
```

All in all, it be a successful expedition. More than 40 zombies were deanimated (although I expect one or two will be comin' back), at the cost of two dwarves hospitalised. One more expedition and we should be able to return these caverns to dwarven hands: aye'll be leavin' that for later in the year in order to return the fortresses focus to my masterpiece.

Thob Lokumbomrek took strange and made this.

```
Thob Lokumbomrek, Hammer Lord has created Ngumrash Ingish, a dolomite drum!

Press Enter to close window

FPS: 99 (20) Ngumrash Ingish, "The Sickness of Bodices", a dolomite drum

This is a dolomite drum. All craftsdwarfship is of the highest quality. It is encrusted with cushion dolomite cabochons, decorated with hungry head bone and encircled with bands of giant olm bone. This object menaces with spikes of dolomite and smoky quartz.
```

For some reason I thought it odd he be alive and not on fire, but in hindsight that be understandable: my desire to finish my magnum opus and author the greatest conclusion to a dwarven saga in all history be always at the forefront of me mind.

Gwolfsky threw a house party for 'imself.



The humans arrived. I told Edzul ta be buyin' bars and blocks. They also threw in a couple barrels of rum, which was nice of 'em. They would have happily taken a lot less in the way of crafts, but we've got too much of this stuff as it is.

The human lawgiver was adequately awed by me Magnum Opus, and wanted a closer look.



Eri: "It's very impressive, but if you'll forgive my concern, isn't such an undertaking dangerous? The workers are very high up, and they don't seem to have harnesses, or other safety equipment ."

Quasar: "Oh, don't worry about that. We dwarves have a natural sense of balance."

Asmoth: "SshhhhiiiIIIII-"

[SMACK]

```
The Noble(?)'s left hand takes the full force of the impact, bruising the muscle through the *steel left gauntlet*!

The Noble(?)'s right lower arm takes the full force of the impact, bruising the fat through the *steel right gauntlet*!

The Noble(?)'s right upper leg takes the full force of the impact, but it is deflected by The Noble(?)'s *steel greaves*!

The Noble(?)'s left eye takes the full force of the impact through the *pond grabber leather cloak*!

The Noble(?)'s upper body takes the full force of the impact, but it is deflected by The Noble(?)'s *steel breastplate*!

The Noble(?)'s lower body takes the full force of the impact, but it is deflected by The Noble(?)'s *steel greaves*!
```

Quasar: "See that there? Falling 11 stories like that? That hardly ever happens."

Eri: "Good heavens! Is she okay?"

Quasar: "She's swearing, ain't she? She'll be fine."

Asmoth: "Fuuucccckkkk... yooouuuu...."

Eri: "Okay, well I suppose I understand. But... why? Why build such a grand, empty dome of precious metal?"

Quasar: "Oh sorry, I thought that be obvious. Ye see, we build it so that we can fill it with magma, and then unleash the magma in a tidal wave of fire and death, so the dwarves of Murderflood can burn eternally in Armok's blood rather than die with dishonour."

[silence]

Eri: "... okay then! I'll be leaving now!"

Yar, it be nearin' the fifth month of the year. My magnum opus shines like a beacon in the summer sunlight, and the magma tower be catching up.



For aesthetic purposes, I've decided to put a band of copper on the 11th level. Treated with the same coating as the silver, I'm told it should be quite magma proof.

The seasons march onwards, and we must be marchin with them, lest we... something... Can't quite remember the quote. Yar, nevermind. I'll fill it in in editing.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 24, 2016, 03:16:36 am

000:

Apparently I missed a nestbox and 3 Giant Peregrine Falcons hatched. Game hasn't crashed despite a few saves, so hopefully it was just the hordes of turtles that were a problem, and we can look at restarting Kea and Falcon breeding. I'm not going to risk it, though: I've ordered the falcon's nest box deconstructed.

Does anyone know if Bastiongate had any animal child states modded into it? I'm wondering if it's possible the loading crash was related to the turtle babies, and we can breed the birds without risk.

Also, I'm having trouble getting dwarves to smelt things for a bit of backup silver and lead. I'm guessing every single smelter is linked to the nearby ore stockpiles, but I haven't really examined them. Does anyone have the cliff notes on these things?

IC:

Yar, there be a sickness what be goin' about. It be causin' dizzyness and nausea in small creatures like dwarven children, and kills even smaller ones, like giant snapping turtle children. Unfortunately, we be a bit spoilt for choice when it comes to suspicious liquids: there be isolated spots of forgotten beast, titan and unidentifiable 'corrupted' blood all over the damn place. Murderflood really needs better hygiene. When my cistern be finished, I'll get some o' these chum-chuckin' layabouts swabbin' the decks.

Some of our older peregrine falcon chicks have been bitted by cave spiders and are now permanently dizzy. I've had them pastured, but for a while there I simply couldn't be keepin' them out of the caverns: one particularly suicidal check even got stuck in the trap corridor for a while. Inquisitive, dizzy little birds. It be adorable.



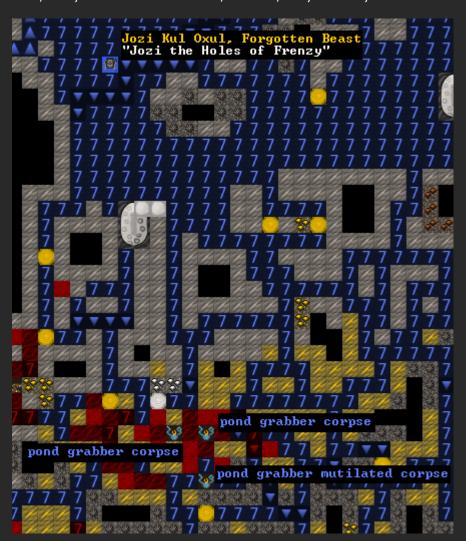
Also, the magma dump finally be safe again, and I've resumed dumping all the cavern corpsies.



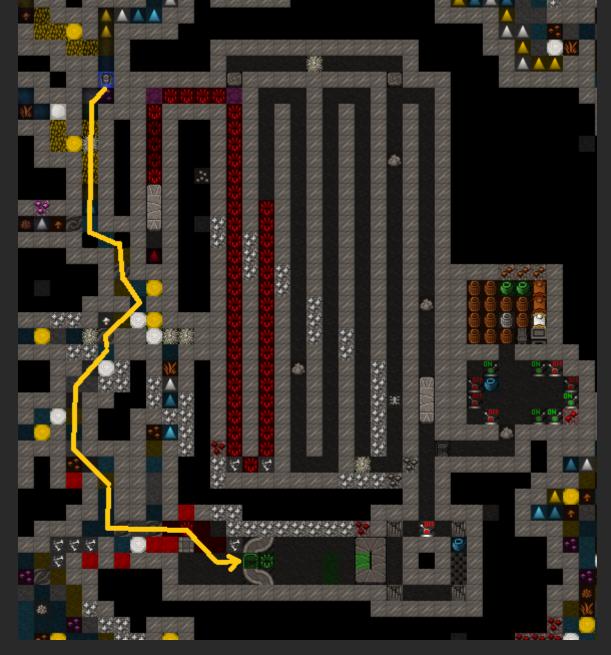
A terrible golem roams the first cavern layer!

The Forgotten Beast Jozi Kul Oxul has come! A great earwig composed of topazolite. It has a square shell and it undulates rhythmically. Beware its poisonous sting!

Well, if'n ye be comin' ta' kill us, beastie, do ye think ye could do us a favor first? We be needin' somethin' to kill those pond grabbers.



Dammit, ye be a fukkin' coward of a stoney-earwiggy-thing! Milita, to arms! TO ARMS! Before it bashes through the door!



It be beatin' on the door. Beatin' and beatin' and thumpin' and thumpin'...



Oh geez I'm just about ready to just let ye in already, ye great big yellow lump. What's takin' ye so long? It's just a granite dooOHSHIT!



This be a fight! Everybody pile on! We be dwarves, AND WE WON'T BE DEFEATED BY THE LIKES OF YE- oh it be dead already.

```
The flying (Seilver bolts) strikes The Forgotten Beast in the right second leg, chipping it?

*The (Seilver bolts) has lodged firmly in the wound?

*The flying (**silver bolts) strikes The Forgotten Beast in the right second foot, chipping it?

The flying (Seilver bolts) strikes The Forgotten Beast in the right second leg, fracturing it?

The flying (Servinder bone bolts) strikes The Forgotten Beast in the left second leg, fracturing it?

The flying (Selver bolts) strikes The Forgotten Beast in the abdomen, fracturing it?

The flying (Selver bolts) strikes The Forgotten Beast in the shell, first flowing (Selver bolts) strikes The Forgotten Beast in the shell, first flowing (Selver bolts) strikes The Forgotten Beast in the shell, first flowing (Selver bolts) strikes The Forgotten Beast in the shell, first flowing (Selver bolts) strikes The Forgotten Beast in the second leg with her right famal, but the attack glances away!

The Axedwarf junches The Forgotten Beast in the left first leg with her wasteel battle axew, fracturing it?

The Axedwarf backs The Forgotten Beast in the left first leg with his cyroun feather wood crutch), but the attack glances away!

The Axedwarf junch strikes The Forgotten Beast in the left first leg with his cyroun feather wood crutch), but the attack glances away!

The Axedwarf shelp forgotten Beast in the right first foot with her the bound for the shelp forgotten Beast in the right first foot with her the shelp forgotten Beast in the right first foot with her the shelp forgotten Beast in the right third leg with her keeper shelds?

The Cadamantine short swords has lodged firmly in the wound!

The Forgotten Beast falls over.

The wasteel short swords, chipping it?

The State short swords, chipping it?

The State short swords, chipping it?

The State short swords has lodged firmly in the wound?

The Hamerdwarf punches The Forgotten Beast in the right first leg with his beginner of the state of the state of the state of the swords.

The Bowderf punches The Forgotten Beast in the right f
```

Kill: Sibrek Roomrams the Magical Syrups of Lurching

Our dining room in the main complex wasn't being used: apparently, it's been "closed fer maintenance" fer years, so I installed a few caged cockatiels and told everyone it was open. Instantly Urist McRandomDwarf threw a party, so I closed it fer maintenance again. Get back to work on me Dome ye scum-suckers. Ye can party when Murderflood is burnin' under a lake of magma.

Err... not that I actually intend to flood the fortress in magma, o' course. That Would Be Bad. The Last Resort Cistern is *only* ta' be used to bring the saga of Murderflood to an honourable, climactic and thematically appropriate conclusion *if there be no other way*.

Although...

... I find meself strangely disappointed that nobody's died buildin' it yet. Not that that be a bad thing, but from a purely narrative standpoint a device such as this should be filled with fire, mortared with blood and christened with death!

Fire we've got plenty of, an' blood mortar we've been wierdly literal about fer some reason...



... but as fer death, well... Asmoth didn't even break anything thanks to her armour, Azula and meself both managed to climb to the safety of the stairs when we stranded ourselves on the dome (that was a scary few minutes, let me tell ye!), an' nobody's been hit by fallin' debris because everyone here be so damn meticulous about carefully setting the bars aside after deconstructing a temporary floor. It be a good thing, of course, but...

An' also... I be plagued by nightmares lately. Dreams of fire, an' death. A mother an' her newborn baby, burning beneath a towering slug. An injured dwarf carrying the corpse of a crundle, melting by the side of the Dike. A vague shape of mist or steam, floating over Flame III as she sleeps. Zuglarkun's head. An' for some reason turtles? Why so many turtles? I might leave the turtles out of the tale, I assume they're not relevant.

I be conflicted. These dwarves be under me care as overseer, an' yet... the story won't be perfect. Not without blood. Not without fire. Not without... a sacrifice.

Mmmmm... yaaarrr...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 24, 2016, 09:00:00 am

Speaking of blood mortar, have you looked at the area around the main well yet?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on August 24, 2016, 05:02:24 pm

Ah, so I (Haerdalas) am the Bookkeeper? I wasnt sure what to look for in the combat logs, and my name hasnt been mentioned in a while.

If possible, could I please get some custom job profession to help identify me in a combat log?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on August 24, 2016, 05:12:31 pm

What's corrupted blood...?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on August 24, 2016, 05:18:11 pm

Blood man blood.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on August 24, 2016, 06:13:31 pm

t by. Taupe on August 24, 2016, 06:13:31 pil

Quote from: TheFlame52 on August 24, 2016, 05:18:11 pm

Blood man blood.

"It's blood man blood, man"

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **August 24, 2016, 09:28:49 pm**

Haerdalas is MrsTriaxxII

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **August 24, 2016, 09:35:25 pm**

Quote from: Triaxx2 on August 24, 2016, 09:28:49 pm

Haerdalas is MrsTriaxxII

That's just so romantic :D

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **QuQuasar** on **August 25, 2016, 04:11:30 am**

Yar! There be a cave crocodile corpse in the wrong end of the trap corridor! Dammit, haven't ye lot replaced the cavern 1 door yet? Don't ye knew there be beasties out there?



Wait, what's it attackingdown there? There shouldn't be any dwarves in the trap corridor... oh no.

```
The cave crocodile corpse pushes The Stray Giant Peregrine Falcon Chick in the right wing and the injured part is smashed into the body, an unrecognizable mass!

An artery has been opened by the attack!

The Stray Giant Peregrine Falcon Chick gives in to pain.

The cave crocodile corpse pushes The Stray Giant Peregrine Falcon Chick in the right upper leg and the injured part is smashed into the body, an unrecognizable mass!

An artery has been opened by the attack!

The cave crocodile corpse pushes The Stray Giant Peregrine Falcon Chick in the upper body, but there is no force!

The cave crocodile corpse pushes The Stray Giant Peregrine Falcon Chick in the right wing, but there is no force!

The cave crocodile corpse pushes The Stray Giant Peregrine Falcon Chick in the head and the injured part explodes into gore!

An artery has been opened by the attack!
```

Not me dizzy little falcons! I *liked* them! Ye bastard! Ye absolute bastard! I'll kill ye! Someone, anyone, get down there and murder that thing in the face!

The Titanslayer punches The cave crocodile corpse in the fourth left front toe with her left hand and the injured part collapses!

The cave crocodile corpse attacks The Titanslayer but She jumps away!

The Titanslayer strikes The cave crocodile corpse in the lower body with the pommel of her Osresh Luzat, but the attack glances away!

The cave crocodile corpse misses The Titanslayer!

The Titanslayer slashes The cave crocodile corpse in the upper body with her Osresh Luzat and the injured part is cloven asunder!

A tendon in the middle spine has been torn!

The Titanslayer stands up.

Me falcons... oh me poor little falcons...



Okay, that does it. Enough be enough. I be havin' it with these motherfukkin' undead in these motherfuckkin' caverns.

BOMREK! ASMOTH! GIT YER FRIENDS! YE BE GOING ON A TRIP!





Bomrek: "Waiiit... hold up, everyone. Do you hear that?"

Besmar: "I hear it. Sounds like a lot of them. It's gonna be a heck of a fight."

Bomrek: "...maybe not. Listen carefully. Does it sound like they're getting closer?"



Besmar: "Why are they coming now and not before?"

Bomrek: "Dunno, but it suits me. Everyone stay back. If they're gonna throw themselves on the traps for us, let them. There'll be plenty to fight further out in the caverns, so there's no point in taking risks this early in the game."

(some time and at least a dozen zombies later)

Quasar: "What do ye lot think ye be doin' standing around in the trap corridor?"

Bomrek: "We were just waiting for them to-"

Quasar: "Be ye dwarves or not? Get in there an' kill those bastards, ye worthless cowards!"

Bomrek: "[sigh] Yes overseer. Let's move out. By the books, people! At least two dwarves to every beast, keep an eye on your six, and don't get cocky. Just because it looks harmless and funny doesn't mean it is. Remember what happened to McKiwi!"

```
The bugbat left hand pushes The Farmer in the lower body, but there is no force!
The bugbat left hand pushes The Farmer in the left lower leg, but the attack passes right through!
The bugbat left hand attacks The Farmer but He jumps away!
The bugbat left hand pushes The Farmer in the upper body, but there is no force!
The bugbat left hand pushes The Farmer in the upper body, but the attack passes right through!
The bugbat left hand misses The Farmer!

'Collin' Emgashzuglar, Farmer: Death is all around us. I am not upset by this.

The militia captain bashes The bugbat right hand in the thumb, right hand with his Mamotakir, shattering the nail!

The militia captain bites The creeping eye second right lower arm in the first finger, second right hand and the injured part is torn apart!
The militia captain latches on firmly!
```

After clearing the local area, the crew carefully push into the caverns. It doesn't take long before the smaller beasties give way to a bigger worry: another undead Draltha. This one is stuck up a tree, in the same place it was the last time we were down here. The branches of the tree appear to be growing through its torso, immobilising it in the air. The big corpse be moanin' and groanin' at the dwarves as they approach.

The original plan be to get a woodcutter in to fell the tree so they can engage it on the ground, but Bomrek notices how close the beast is to the ground. It'd be a shame to waste an opportunity to strike the beast down while it be helpless in the air. Perhaps, if he can be standin' on someone's shoulders...



"Nicely done, boss."

The crew pushed deeper, revealing the terrain and zombies at the northern end of the caverns. At the northern border another monster came into sight: once a blind cave ogre, now something far worse.



Luckily, or unluckily depending on ye're view, the beast be trapped atop a mushroom in the middle of the lake.

Amongst the land-dwelling beasts be reachers, dozens of crundles and a giant rat... dangerous beasts in their own right, perhaps not to the level of blind cave ogres or undead forgotten beasts, but terrifying in their undead state nonetheless. There be many of them, and it was only a matter of time before someone's luck ran thin. Sure enough...

```
The Axedwarf hacks The giant olm corpse in the upper body with her *steel battle axe*, tearing apart the muscle and tearing apart the left lung!
The giant olm corpse misses The Axedwarf!
The giant olm corpse attacks The Axedwarf but She jumps away!
The Axedwarf strikes The giant olm corpse in the left rear foot with the pommel of her *steel battle axe*, bruising the muscle!
The giant olm corpse bites The Axedwarf in the upper body, bruising the muscle, jamming the right floating ribs through the liver and tearing apart the liver!
The Axedwarf gives in to pain.
The giant olm corpse bites The Axedwarf in the head, bruising the fat through the ≡creeping eye leather hood≡!
The giant olm corpse bites The Axedwarf in the head, bruising the fat through the ≡creeping eye leather hood≡!
The Axedwarf regains consciousness.
→The Axedwarf gives in to pain.
```

The legendary weapon lords of Murderflood closed ranks around their injured companion as the unholy horde closed in from the darkness...



After a while, the fighting all blurs together into one big melee, a tale of swords swung, heads severed and crundles crushed. Admist the fighting Atir regained consciousness, got to his feet and began the long walk to the hospital, freeing his companions to push further in.

A few soldiers actions that be worthy of noting for the record:

Spoiler: Sarrak: Stood in a crundle (click to show/hide)

`Sarrak' Stinthadnol Rinulosdin Oltar, Soldier: I cannot just stand
by. There is no need to feel vengeful.

→The Soldier kicks The crundle corpse in the neck with his right foot and
the injured part is smashed into the body, an unrecognizable mass!

Spoiler: TriaxxII: Charging Heads (click to show/hide)

```
The Deadtrollslayer bashes The reacher corpse in the right lower leg with his *silver war hammer*, chipping the bone!

The Deadtrollslayer punches The reacher corpse in the right upper arm with his right hand, bruising the bone!
   The Deadtrollslayer bashes The reacher corpse in the head with his *silver war hammer*, bruising the muscle, jamming the skull through the brain and tearing the brain!

The *silver war hammer* has lodged firmly in the wound!
   The Deadtrollslayer bashes The reacher corpse in the lower body with his *silver war hammer*, bruising the muscle and bruising the guts!
The reacher corpse misses The Deadtrollslayer!

The Deadtrollslayer bashes The reacher corpse in the right foot with his silver war hammers, bruising the muscle!

The Deadtrollslayer bashes The reacher corpse in the left upper leg with his silver war hammers, chipping the bone!

The Deadtrollslayer strikes The reacher corpse in the right lower arm with his =copper shield=, bruising the bone!

The Deadtrollslayer bashes The reacher corpse in the upper lip with his silver war hammers and the injured part is crushed!

The Deadtrollslayer bashes The reacher corpse in the right lower leg with his silver war hammers, bruising the muscle!

The Deadtrollslayer kicks The reacher corpse in the right upper leg with his left foot, fracturing the bone!

The Deadtrollslayer bashes The reacher corpse in the right upper leg with his silver war hammers, bruising the muscle!

The Deadtrollslayer stands up.

   The Deadtrollslayer bashes The giant rat corpse in the right front leg with his *silver war hammer*, chipping the bone!
    The Deadtrollslayer scratches The giant rat corpse in the upper body, tearing the fat and bruising the muscle, bruising the right false ribs!
    The Deadtrollslayer scratches The giant rat corpse in the head, tearing the fat and bruising the muscle!
    The Deadtrollslayer bashes The giant rat corpse in the upper body with his *silver war hammer*, bruising the muscle and bruising the liver!
     The Deadtrollslayer strikes The hungry head corpse in the right eye tooth with his \exists copper\ shield \exists\ and\ the\ severed\ part\ sails\ off\ in\ an\ arc!
    The Deadtrollslayer charges at The hungry head corpse!
The hungry head corpse looks surprised by the ferocity of The Deadtrollslayer's onslaught!
The Deadtrollslayer collides with The hungry head corpse!
The hungry head corpse is knocked over and tumbles backward!
The Deadtrollslayer bashes The hungry head corpse in the left wing with his *silver war hammer*, bruising the muscle!
   The hungry head corpse misses The Deadtrollslayer!

The Deadtrollslayer kicks The hungry head corpse in the head with his right foot, bruising the muscle and bruising the spleen!

The Deadtrollslayer charges at The hungry head corpse!

The hungry head corpse looks surprised by the ferocity of The Deadtrollslayer's onslaught!

The Deadtrollslayer collides with The hungry head corpse!

The hungry head corpse is knocked over!

'Triaxx II' Dustikasen, Deadtrollslayer: I cannot just stand by.

There is no need to feel vengeful.
  <u>Spoiler: Crazy Urist:Biting Zombies</u> (click to show/hide)
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will take revenge!
 The Hammerdwarf bashes The crundle corpse in the right lower arm with his *silver war hammer* and the injured part is crushed!
The crundle corpse misses The Hammerdwarf!

The Hammerdwarf punches The crundle corpse in the right lower arm with his right hand, shattering the bone!

The Hammerdwarf bashes The crundle corpse in the left upper arm with his *silver war hammer* and the injured part is smashed into the body, an unrecognizable mass!

'CrAzY UriST' Amnekstinthad, Hammerdwarf: I was attacked by the dead.

This is truly horrifying.

The Hammerdwarf punches The crundle corpse in the first finger, left hand with his right hand, shattering the claw!

The Hammerdwarf bashes The crundle corpse in the neck with his *silver war hammer* and the injured part is smashed into the body, an unrecognizable mass!
 The Hammerdwarf bashes The giant olm corpse in the tail with his *silver
 war hammer*, chipping the bone!
 The Hammerdwarf kicks The giant olm corpse in the lower body with his right foot, bruising the fat!
 The Hammerdwarf bites The giant olm corpse in the left eye, tearing it!
The Hammerdwarf latches on firmly!
The Hammerdwarf bashes The giant olm corpse in the left front leg with his *silver war hammer*, chipping the bone!
The giant olm corpse breaks the grip of The Hammerdwarf's upper front teeth on The giant olm corpse's left eye.
 The Hammerdwarf bashes The giant olm corpse in the head with his *silver war hammer*, bruising the muscle, fracturing the skull!
 The Hammerdwarf scratches The crundle left hand in the second finger,
 left hand, tearing apart the scale!
 The Hammerdwarf bashes The crundle head in the head with his *silver war hammer*, bruising the muscle and shattering the skull!
 The Hammerdwarf bashes The crundle head in the head with his *silver war hammer* and the injured part is crushed!

The *silver war hammer* has lodged firmly in the wound!

The Hammerdwarf scratches The crundle right lower arm in the right hand
 and the injured part is torn apart!
 The Hammerdwarf bashes The crundle right upper arm in the right lower arm with his (*silver war hammer*), bruising the muscle!
The Hammerdwarf bashes The crundle right upper arm in the right lower arm with his (*silver war hammer*), bruising the muscle!
 The Hammerdwarf bashes The crundle right upper arm in the right hand with his {*silver war hammer*} and the injured part is crushed!
The Hammerdwarf punches The crundle head in the mouth with his right hand and the injured part collapses!

The Hammerdwarf bites The crundle head in the nose, tearing apart the
 scale!
The Hammerdwarf latches on firmly!
 The Hammerdwarf punches The crundle head in the head with his left hand and the injured part collapses!
 The Hammerdwarf punches The crundle left lower arm in the second finger, left hand with his left hand, tearing apart the scale!
 The Hammerdwarf punches The crundle left lower arm in the left hand with his left hand and the injured part collapses!

The Hammerdwarf bashes The crundle right lower arm in the right lower arm with his (*silver war hammer*), shattering the bone!
 The Hammerdwarf bashes The crundle right lower arm in the right lower arm with his (*silver war hammer*), shattering the bone!
 The Hammerdwarf scratches The crundle right lower arm in the right hand and the injured part is torn apart!

'CrAzy UriST' Amnekstinthad, Hammerdwarf: This is my fight too. I
 will take revenge!
The Hammerdwarf stands up.
The Engraver stands up.
 The Hammerdwarf stands up.
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The Hammerdwarf bashes The rotten crundle corpse in the lower body with his *silver war hammer*, bruising the muscle and bruising the guts! 'CrAzY UriST' Amnekstinthad, Hammerdwarf: I cannot just stand by. I

<u>Spoiler: Urist McKiwi: Suffering from Crundlephoba. Stayed back, fired a single bolt</u> (click to show/hide)

The flying (≡reindeer bone bolt≡) strikes The crundle left upper arm in the left upper arm, shattering the bone! →The Knight of Cactus stands up.

Spoiler: Blitz Gamer: Cuttin' up Bugbats (click to show/hide)

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The Traveller strikes The bugbat corpse in the right paw with the pommel of his Eadamantine short swordE, shattering the bone?

The Traveller stabs The bugbat corpse in the right lower leg with his Eadamantine short swordE and the severed part sails off in an arc?

The Traveller slashes The bugbat corpse in the lower body with his Eadamantine short swordE, tearing apart the muscle and spilling his rotten guts?

The Traveller strikes The bugbat corpse in the right upper arm with the
      The Traveller strikes The bugbat corpse in the right upper arm with the pommel of his Eadamantine short swordE, bruising the bone! The Traveller stabs The bugbat corpse in the lower body with his Eadamantine short swordE, tearing apart the muscle and tearing apart the
      right kidney!
The Traveller punches The bugbat corpse in the lower body with his right hand, bruising the muscle and bruising the stomach!
The Traveller stabs The bugbat corpse in the lower body with his
The Traveller stabs The bugsat to page and tearing apart the stomach!

The madamantine short sword has lodged firmly in the wound!

The madamantine short sword has lodged firmly in the wound!

The Traveller pulls on the embedded madamantine short sword.

The Traveller stabs The bugsat corpse in the head with his madamantine short sword and the severed part sails off in an arc!

The Traveller stabs The hungry head corpse in the left wing with his madamantine short sword, tearing apart the muscle!

Many nerves have been severed!

The Traveller scratches The hungry head corpse in the head, tearing the muscle and bruising the right kidney!

The Traveller charges at The hungry head corpse!

The hungry head corpse looks surprised by the ferocity of The Traveller's onslaught!

The Traveller collides with The hungry head corpse!

The hungry head corpse is knocked over and tumbles backward!

The Traveller slaps The hungry head corpse in the tongue with the flat of his madamantine short sword and the injured part is smashed into the body, an unrecognizable mass!

The Traveller strikes The hungry head corpse in the head with his copper shield and the injured part is crushed!

The Traveller strikes The hungry head corpse in the head with his copper shield and the injured part is crushed!

The Traveller strikes The hungry head corpse in the head with his copper shield and the injured part is crushed!

The Traveller strikes The hungry head corpse in the head with his copper shield and the injured part is crushed!
        =adamantine short sword=, tearing apart the muscle and tearing apart the
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Spoiler: Asmoth: Cut a crundle in half. Vertically (click to show/hide)

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The crundle corpse strikes at The Noble(?) but the shot is blocked!
The Noble(?) stabs The crundle corpse in the left lower arm with her
Zirilkubuk Stibmer Onesh and the severed part sails off in an arc!
The Noble(?) stabs The crundle corpse in the left lower leg with her
Zirilkubuk Stibmer Onesh and the severed part sails off in an arc!
'Asmoth' Rigothvesh Bithsestmishthem Zan, Noble(?): I was attacked by
the dead. I am not upset by this.
'Asmoth' Rigothvesh Bithsestmishthem Zan, Noble(?): I cannot just
stand by. There is no need to feel vengeful.

The Noble(?) stands up.
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Spoiler: Gwolfsky: Fired three bolts from the ground, since he's paralyzed from the waist down (click to show/hide) The flying (\(\frac{\text{\text{sone-humped}}{\text{ camel bone bolt}}\) strikes The bugbat left hand in the left hand, shattering the bone!

A ligament has been torn and a tendon has been torn!

'Gwolfsky' Zesiton Gusilstistras Bal, Escapist: I have a part in this. There is no need to feel vengeful.

The flying (\(\frac{\text{\text{\text{sone-humped}}}{\text{camel}}\) bone bolt\(\frac{\text{\

<u>Spoiler: Thob (Shipcats Mom, with Shipcat on her back): Chatty Sharpshooter</u> (click to show/hide)

The flying (=goose bone bolt=) strikes The reacher corpse in the left lower arm, tearing the muscle and bruising the bone! A ligament has been torn and a tendon has been torn! Thob Nunursolon, Elite Marksdwarf: I have a part in this. There is no need to feel vengeful. The flying (=goose bone bolt=) strikes The reacher corpse in the lower body, tearing the muscle and bruising the guts!
Thob Nunursolon, Elite Marksdwarf: I cannot just stand by. There is no need to feel vengeful.
Thob Nunursolon, Elite Marksdwarf: This is a fight! I laugh in the face of death! face of death! The flying (=goose bone bolt=) strikes The rotten crundle corpse in the lower body, tearing the muscle and bruising the right kidney!
The flying (=goose bone bolt=) strikes The rotten crundle corpse in the lower body, tearing the muscle and bruising the guts!
The Elite Marksdwarf stands up.
Thob Nunursolon, Elite Marksdwarf: I have a part in this. There is no need to feel vengeful.
The Elite Marksdwarf stands up.
Thob Nunursolon, Elite Marksdwarf: This is my fight too. There is no need to feel vengeful.
Thob Nunursolon, Elite Marksdwarf: This is my fight too. There is no need to feel vengeful. need to feel vengeful. The flying (\(\frac{1}{2}\) hungry head bone bolt\(\frac{1}{2}\) strikes The crundle corpse in the left upper arm, fracturing the bone!

A tendon has been torn! The flying {=hungry head bone bolt=} strikes The crundle corpse in the left lower arm, tearing the muscle!
Thob Nunursolon, Elite Marksdwarf: I cannot just stand by. There is no need to feel vengeful.
Thob Nunursolon, Elite Marksdwarf: This is my fight too. There is no need to feel vengeful.
The crundle corpse scratches The Elite Marksdwarf in the might upper left. Thob Nunursolon, Elite Marksdwarf: I was attacked by the dead. I am not upset by this.

The flying {=hungry head bone bolt=} strikes The crundle corpse in the right lower leg, tearing the muscle and bruising the bone!

The Elite Marksdwarf stands up.

Thob Nunursolon, Elite Marksdwarf: I have a part in this. There is no need to feel vengeful.

Thob Nunursolon, Elite Marksdwarf: I've been wounded. No, that's not annoving. annoying. The flying {=hungry head bone bolt=} strikes The giant rat corpse in the upper body, tearing the muscle and bruising the right lung!
Thob Nunursolon, Elite Marksdwarf: I cannot just stand by. There is no need to feel vengeful. The flying (=hungry head bone bolt=) strikes The giant rat corpse in the right rear paw, tearing the muscle and bruising the bone!
A ligament has been torn and a tendon has been torn!
Thob Nunursolon, Elite Marksdwarf: I have a part in this. There is no Thob Nunursolon, Elite Marksdwarf: I have a part in this. There is no need to feel vengeful.

The flying {=hungry head bone bolt=} strikes The crundle corpse in the upper body, tearing the muscle and bruising the liver!

Thob Nunursolon, Elite Marksdwarf: I cannot just stand by. There is no need to feel vengeful.

The flying {=hungry head bone bolt=} strikes The crundle corpse in the throat, tearing it!

Thob Nunursolon, Elite Marksdwarf: I have a part in this. There is no need to feel vengeful. need to feel vengeful. The flying (=hungry head bone bolt=) strikes The crundle corpse in the left hand and the severed part sails off in an arc!
The flying (=hungry head bone bolt=) strikes The crundle corpse in the upper body, tearing apart the muscle and bruising the liver!
The Elite Marksdwarf stands up.
Thob Nunursolon, Elite Marksdwarf: I cannot just stand by. There is no need to feel vengeful.

Ultimately, everything they could reach died. Everything that got up, died *again*. Even the tree-dwelling draltha's head, which revived and tried to sneak into fortress while nobody was looking, met a comical end...

The (iron war hammer) strikes The draltha head in the tongue, bruising the muscle!

The (iron war hammer) strikes The draltha head in the head, bruising the muscle and fracturing the skull!

The <code>silver</code> mace<code>strikes</code> The draltha head in the head, bruising the muscle, jamming the skull through the brain and tearing apart the brain!

The <code>silver</code> mace<code>strikes</code> The draltha head in the head, bruising the muscle and shattering the skull!

The (iron war hammer) strikes The draltha head in the left ear, tearing the cartilage!

The <code>silver</code> mace<code>strikes</code> The draltha head in the head, bruising the muscle, jamming the skull through the brain and tearing apart the brain!

The (iron war hammer) strikes The draltha head in the head, bruising the muscle and shattering the skull!

The (iron war hammer) strikes The draltha head in the head and the injured part is crushed!

When all was said and done, when the last rotting crundle head was skewered, the second cavern system once again belonged to the dwarves of Murderflood. My dizzy falcon babies be avenged.

| Giant Echidna | Wild Animal |
|--|-----------------------------------|
| Magma Crab | Wild Animal |
| Magma Crab | Wild Animal |
| Vimeba Yonalirisemi Omethuedi, Forgotten Beast | Uninvited Guest |
| Giant Wren | Wild Animal |
| rotten crundle corpse | Undead |
| pond grabber corpse | Undead |
| crundle corpse | Undead |
| crundle corpse | Undead |
| gila monster man skeleton | Undead |
| crundle head | Undead |
| Uktangxungu, blind cave ogre corpse | Undead |
| pond grabber mutilated corpse | Undead |
| pond grabber corpse | Undead |
| pond grabber corpse | Undead |
| pond grabber mutilated corpse | Undead |
| pond grabber corpse | Undead |
| crundle corpse | Undead |
| crundle corpse | Undead |
| pond grabber corpse | Undead |
| crundle corpse | Undead |
| pond grabber corpse | Undead |
| Uquiresut, Othsal Vostazugosh Ner Dal's corpse | Undead |
| crundle head | Undead |
| crundle corpse | Undead |
| crundle corpse | Undead |
| cave crocodile corpse | Undead |
| crundle corpse | Undead |
| 'Zuglarkun IV' Kubukonul, Construction Worker vile mist husk | Undead
Opposed to life (Caged) |

The remaining undead are all denizens of the underground lake, and appear content to leave us be. Or they just can't climb/swim out. Regardless, only two of them seem particularly dangerous: Gluttonfray the eyeless crocodile, and Cryptequals the blind cave ogre.

It would perhaps be advisable to tempt these two out from the lake if possible, so we can fight them on our own terms rather than waiting for them to rouse. I'll be considering it, but first things first...

Quasar: "Yar, ye there! Yes, ye, the hauly-dwarf. Tell me, 'as anyone in this fortress made any fancy artifact doors? Ye know the sort, right?"

Sigun: "Oh, uh... yes, overseer. Two, I believe."

Quasar: "Two artifact doors? That be excellent news! Do ye know where they're bein' used? I'll bet the duchess or one of the former overseers be layin' claim to 'em, right?"

Sigun: "Um no, overseer. As far as I know, they're still in the stockpiles."

Quasar: "Still in the... well that be... stupid, but handy. Did ye' know that artifact doors be imbued with the strength of Armok 'imself?"

Sigun: "Uuuuhhh... no, overseer, I didn't. Look, I really need to be... hauling... or something..."

Quasar: "Aye, not many dwarves know that, but it be true. Nay, listen up, ye' go an' get both those doors installed at the cavern entrances, aye?"

Sigun: "Err... okay, then, overseer. I guess I'll do that."



Okay, now it's time to be doin' something about that thar forgotten beast corpse.



'e's too close to the entrance fer my tastes, but 'e just sits there in the lake so we can't just kill 'im and be done with it. I be worried he'll slip in and kill us all when we not be lookin': our traps'll keep everyone else out, but I have a sneakin' suspicious they won't be much use against 'im.

Quasar: "Ye there, miner. Wassyername, "Goose"?"

Duck: ""Duck", overseer."

Quasar: "Aye, that's what I said. I need ye to carve a tunnel in cavern 2, for totally reasonable reasons that have nothin' to do with usin' ye as bait for a hideous undead abomination. Here, take these plans."



Duck: "Looks simple enough. Okay, I'll take care of it."

Quasar: "Excellent. Bomrek, I want ye lot to go down and station yourselves... actually, ye'd know better than I about tactics an' stuff, so work out where ye want ta fight a beastie an' do it, right?"

Bomrek: "Yes overseer. Squad, to me! We're going back in!"



Duck: "AAAAARGGGHH! There's a great big zombie cave crocodile in here! WHY DIDN'T ANYBODY TELL ME?"



Quasar: "Damn it, the beastie hasn't moved! Ye' scumbag of a duck, ye were supposed to lure it back to the militia! Get back in there and start lurin'!"

Duck: "What? NO!"

Quasar: "Ye'd better or I'll 'ave ye beaten fer violation of production order!"

Duck: "What does that even mean?!"

Quasar: "It means shut up an obey, that's what it means!"

Duck: "Why can't we just drop the roof on it's head?!"

Quasar: [silence]

Duck: "There's gotta be a reason we can't... I mean, you wouldn't have sent me in there if we could just drop something on it... right?"

Quasar: [silence]
Duck: "... you fucker."

Quasar: "Okay! We be havin' a new plan!"





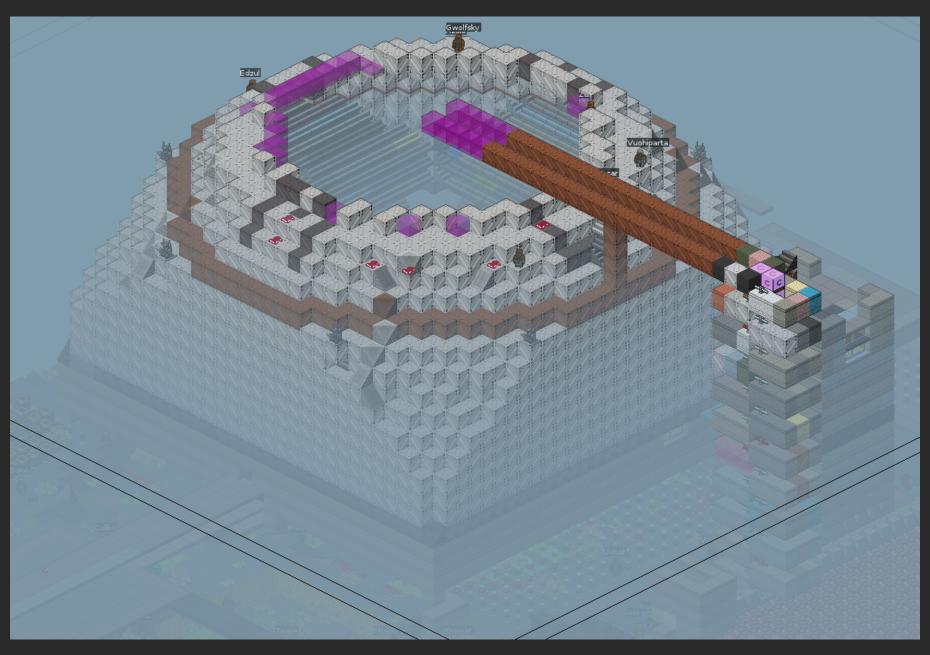
Time ta' die, Gluttonfray. Ye be havin' a date with destiny, an' by "destiny" I mean two tons of slate, an by "date" I mean squishing.



Budda-BOOOOOOM!



Fare the well, noble beastie. We hardly knew ye, and now ye are a pancake.



Yar, me magnum opus be nearin' completion. We be buildin' the final levels of the cistern as I write this, and the magma spigot be half complete. Most of the pump stack be in place, made of magma-proof glass of course, and I've anchored every pump to the structure with a wooden axle so it won't be easy to destroy.

There still be much to do. We still have have to finalise the last few levels, add the mechanical workings, and of course, *fill the cistern*. It be an exciting time ta' be a dwarf of murderflood!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on August 25, 2016, 04:19:33 am

Quote from: Haerdalas on August 24, 2016, 05:02:24 pm

Ah, so I (Haerdalas) am the Bookkeeper? I wasnt sure what to look for in the combat logs, and my name hasnt been mentioned in a while.

If possible, could I please get some custom job profession to help identify me in a combat log?

You're now "Haerdalas II, Badass Bookworm".

Quote from: TheFlame52 on August 24, 2016, 09:00:00 am

... have you looked at the area around the main well yet?

Oh c'mon, how bad can it- YEEAAAUUURRRGGGHHH!



Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **TheFlame52** on **August 25, 2016, 09:00:55 am**

Ha! That was my reaction too. Also, I don't know who put Gwolfski back in the military, he was wounded by goblin bows during my second turn and I took him out.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on August 25, 2016, 09:36:32 am

I am the world's most badass chef, all those years of mincing have given me the ability to mince my enemies to death. I'm not using a sword, I'm using an adamantine chef's knife! Now if only I knew what militia group I was part of. And why my only son, who's death would drive me to insanity, thereby depriving this great fortress of my martial and culinary prowess, is also part of the militia. Also, shouldn't we be filling the dome, digging out a separate part of Murderflood, moving everydwarf and flammable object over there, then flooding the original area in order to clean it in true Ardentdikes fashion? I volunteer the name of Ardentdome, in honor of our proud ancestral home, that is in another dimension.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on August 25, 2016, 12:01:53 pm

I like how the dome so far contains mostly blood splatters.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on August 25, 2016, 05:32:29 pm

Gwolfsky's a member of the backup marksdwarf squad, as is the Duchess and a couple other named dwarves. I suspect they're actually just there for self-defence training and I'm not supposed to send them into the caverns, but hey: their name was on the list. If they didn't want to be eaten by zombies, they wouldn't have joined the militia.

Collin isn't actually a militia-dwarf, he's just an idiot. Much like Risen in the aborted timeline, he decided cleaning the trap corridor while the cave zombies were coming in and getting minced was an excellent idea, and I mistook his combat log for that of one of the militiadwarves.

As for cleansing the fortress in fire, what would be the point if you don't also burn off all the nasty, dirty little parasites mucking up the place? That would be like giving a dog a flea bath after carefully removing all the fleas with tweezers and relocating them to another dog. Except instead of a bath, we'd be setting the dog on fire.

And yeah, blood. It be a literary metaphor for all the dwarven lives lost in the construction of this megaproject. Or that could have been lost, anyway. Why do all these dwarves have such a strong sense of self-preservation? They're building a mass-suicide dome full of magma for Christs sake, you wouldn't expect *that* to be the one megaproject where dwarvenkind starts paying attention to workplace health and safety.

By the way, I'm kind of tempted to "accidentally" trap a dwarf in the cistern when we start filling. I probably won't, but if I do who should it be? Off the top of my head, dwarves who deserve to burn include:

Ablel: The guy who was the first to burn in the other timeline. I mention him because, thanks to a foot injury he never got a crutch for, he's the slowest bastard in the fort after Gwolfsky.

Gwolfsky: Also slow due to paralysis, but since he's the only surviving founder I don't think it's my place to get him killed. On purpose, at least.

Taupe: why is it that when a task requiring strength and speed (ie. carrying iron mechanisms across the fort to link up a lever) comes up, the weakest dwarves always insist on proving they're just as capable as the sentient muscle piles? Also, his Kea's couldn't even kill a steam blob.

Zuglarkun IV: If I still want to burn someone and can't bring myself to do it to an actual living dwarf, there's always this guy.

Shipcat (Zuglarkun 5): Because running gags are funny.

... or I could burn *Quasar*... hmm...

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **August 25, 2016, 10:17:11 pm**

Dont kill me I helped this place survive its first terrorizing moments!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on August 25, 2016, 11:01:06 pm

Quote from: Taupe on August 25, 2016, 10:17:11 pm

Dont kill me I helped this place survive its first terrorizing moments!

Then let someone else install the heavy mechanisms! Or at least learn to lift with your legs, dammit!

Seriously though, it's highly unlikely I'll actually *kill* anyone. Theatrical villainy amuses me, and as already seen I'll happily build an enormous, fortress-ending doomsday device, but my paragon kicks in when it comes to actually deliberately killing dwarves.

I thought Zuglarkun IV was my solution, but then I realised it would be more fun to link his cage to the murderflood lever. Since it's possible everyone in the dining room could survive the magma for a while by keeping the doors shut, releasing an enraged vile mist husk in the middle of them seems like a decent backup plan.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on August 26, 2016, 04:17:53 am

Yar! The dwarven caravan be here.

The outpost liaison Vucar Bakustkol from Edandatan has arrived. →A caravan from Edandatan has arrived.

We perused their equipment, but it's apparent the fortresses on their trade routes be fallen on hard times. Their weapons and armour probably be high quality equipment by human standards, but compared to the output of our godsmiths Pyrotechno, Asmoth and Flame III, they be little better than the work of amateurs.

Still, ye can always use extra trap components, so I bought some of those to put around the place, plus a couple drinks of rum fer the look of the thing.

The liason be havin' nothing interesting to share: it seems the world be a dull place outside Murderflood. The most interesting news from the mountainhome be shortage of meat and tanned hides: hardly the most engaging of stories.

| Good | Price | Priority |
|---|--|---|
| tanned hides legwear cheese meat armor crutches goblets thread plants musical instruments | 210×
194×
182×
210×
169×
139×
172×
194×
182×
132× | 10
101
101
101
-101
-101-
101
101
101 |

Well, if the world won't bring us good tales, we'll make our own. I showed them The Dome and explained its purpose. The more who see it, the further my grand tale will spread across the world. Of course, the innate greatness of the story I be tellin' ensures it will be told forever, but teasing ye're upcoming works be an important marketing skill fer any author.

All will hear of the determination of Murderflood, to live forever or burn with honour, whichever comes first. And my great monument to that determination will be the centerpoint of the tale, the jewel of Murderflood's spike-studded crown.

The Forgotten Beast Zimun Adaggosmer has come! A towering one-eyed tick It has a pair of fan-like antennae and it squirms and fidgets. Its rust exoskeleton is wrinkled. Beware its poisonous bite!

Yar, another beastie, in the 3rd caverns this time! Ye know what? I honestly don't care. Just lock the door, maybe we'll deal with it later.



Dumping of beastie corpses from the caverns be going rapidly. The free time of all dwarves who not be putting the finishing touches on me Magnum Opus be occupied with dragging corpses to the surface and incinerating them in the Dike. The dike itself must be at least

20% molten crundle meat by now. At the very least I swear it's risen by a few centimeters.

I be hearin' rumours. Some dwarves are talking of establishing a safe place, outside the range of The Dome, so that some might survive if Murderflood must be cleansed.

Fools and cowards! Don't they realise that completely robs the narrative of emotional stakes? The story I be tellin' here not be a fairy tale ta' tell ye're kids! It be a sprawling, epic saga of true dwarven mettle against the undead hordes, where the entire fortress could fall at any moment!

But one bright side. Now that I know some among us be... *infested*, by this traitorous lack of determination, I can work to counter it. The Dome alone not be enough! We must cut these cowards off at every turn. They must not be allowed to flee Murderflood's honourable fate and ruin my narrative!



I have distributed a variety of designs to random dwarves, to pepper the fort with "devices". No-one but I be knowin' the purpose of these things, nor havin' the full picture regarding how they will function. Should the lever be pulled, however, every one of these miracles of engineering will work in tandem to maximise the chaos and ensure no dwarf here takes the cowards way out.

Yar. Should the lever be pulled, all will burn. My devices will ensure it.

Speaking of burning, our new Forgotten Beastie in the third caverns decided to attack a small crew o' Magma crabs who'd come up into the caverns through the holes where mushroom roots had penetrated the magma sea.

```
The Magma Crab pushes The Forgotten Beast in the right second leg, but the attack glances away!

The Forgotten Beast attacks The Magma Crab but She jumps away!

The Forgotten Beast bites The Magma Crab in the body, tearing the fat and bruising the muscle!

Forgotten beast extract splatters over the body!

The Forgotten Beast kicks The Magma Crab in the right wing with its right second foot and the severed part sails off in an arc!

The Forgotten Beast kicks The Magma Crab in the left wing with its left second foot and the severed part sails off in an arc!

The flying magma strikes The Forgotten Beast in the right fourth leg!

The Magma Crab pushes The Forgotten Beast in the left fourth leg, but the attack glances away!

The Forgotten Beast attacks The Magma Crab but He jumps away!

The Flying magma strikes The Forgotten Beast in the right second leg!

The Magma Crab pushes The Forgotten Beast in the body, but there is no force!

The Magma Crab attacks The Forgotten Beast but It jumps away!

The Forgotten Beast kicks The Magma Crab in the right wing with its right second foot and the severed part sails off in an arc!

The Forgotten Beast misses The Magma Crab!

The Magma Crab pushes The Forgotten Beast in the left fourth leg, but the attack glances away!

The Magma Crab misses The Forgotten Beast!

The Forgotten Beast charges at The Magma Crab!

The Magma Crab jumps away!
```

I thought the magma crabs were done for, but then...



Note for future overseers: war trained magma crabs. Get on it.



The Lever has been installed.

It is called **Glimmeredscars**. Constucted of an **artifact Native Copper mechanisms**, it **menaces with spikes of iron** and depicts **Tosid raising his silver mace** to crush Murderflood's enemies, a **wave** of magma burning all before it, a **crown** of bone, representing the weight of history and the monarchy bearing down upon Murderflood, and... a **harp**? Well, 3 out of 4 ain't bad.



The linkages will take some time yet. I've ordered a few magma-safe iron mechanisms built, an' they be heavy. Also, I need to connect not only the cistern output, but also several of me' new devices. I won't be able to test the lever once the cistern itself starts being filled, so it be essential we get everything in place first before filling the cistern starts.

Speaking of the cistern...

IT BE READY.



The **Cistern** be watertight. The **Pump Tower** be complete. The **Magma Spigot** be treated. Dwarvenkind be facing the rise of a new sun, a sun made of silver, but no less fiery than the one that watches over us from the heavens.

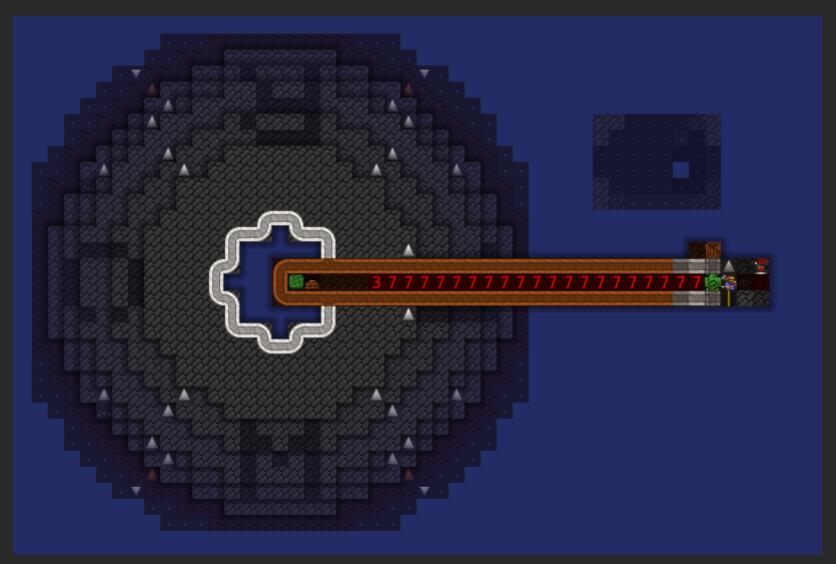


The Murderflood Last Resort Cistern aka. **Usanarust**, "Murderbowl". (Unfortunately, the Old Tongue doesn't have a word for "dome")

We might not be able to fill the Dome yet, but we *can* start pumping: the Magma Spigot needs to be primed and checked for leaks. With the enthusiasm that can only come of a dwarf being allowed to work with magma, twenty-one dwarves take their place in the stack and start pedaling. Magma flows upwards through the tower, and once again dwarven ingenuity triumphs over gravity and the natural order.



The molten rock reaches the top of the stack and spreads to the end of the spigot, where a glass stopper holds it in place. A spare bar of untreated copper melts into nothing as magma flows over it.





It works! All that be left to do now link up the mechanisms, open the spigot, and start filling.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Vuohijumala on August 26, 2016, 05:33:09 am

Vuohiparta felt euphoric gazing at a legendary Bowl of Magma and Murder above his head. QuQuasar, your work is truly admirable.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 26, 2016, 08:06:51 am

AWESOME

By the way, are you making bone bolts? We have several thousand bones and a legendary bone carver with no other labors enabled. And a bunch of marksdwarves that like to train.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 26, 2016, 06:16:41 pm

Quote from: TheFlame52 on August 26, 2016, 08:06:51 am

AWESOME

By the way, are you making bone bolts? We have several thousand bones and a legendary bone carver with no other labors enabled. And a bunch of marksdwarves that like to train

Nope, I streamlined the entire fortress into a well oiled Dome-making, Corpse-dumping machine this year. Nobody's done anything else: we've been living off of surplus food and drink and trading with surplus crafts.

Yar!

The linking be taking too long, and I be bored. What else needs doing? Hmm...

Well, dropping the roof worked last time. Let's try that again.



KRAK-A-THOOOOMMM!



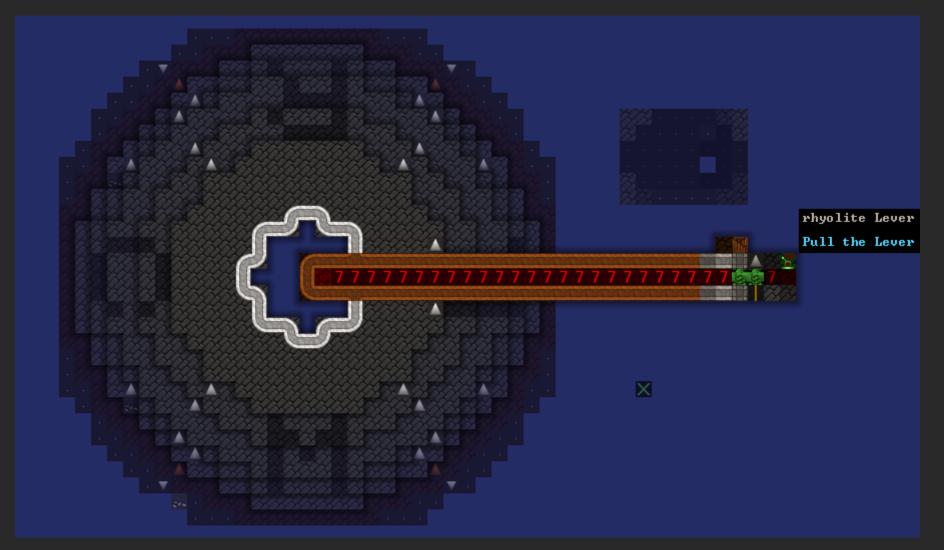
Yar, worked perfectly.

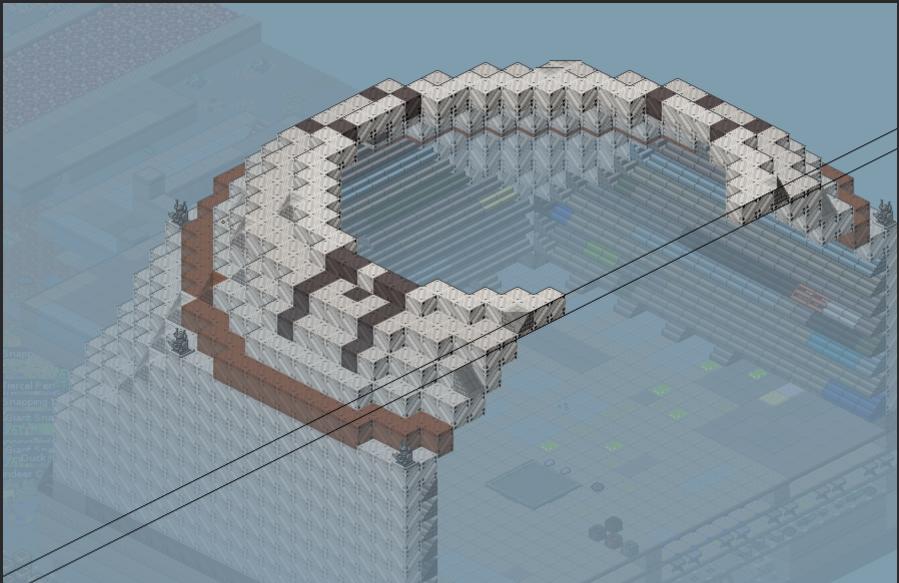
Still bored. 'ave we linked up the first two bridges? If that's done, we can be fillin' some of the bonus devices.



Yaaarr, fine. It be goin' about as well as expected. Still bor- what? We can pull the lever? You mean...

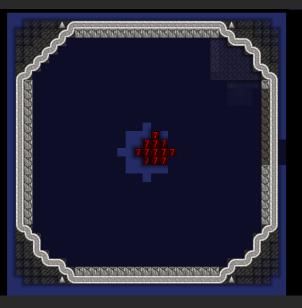
It's ready?

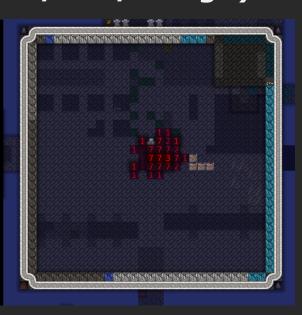




Now, be witnessing the firepower of this fully armed and operational dwarf fortress! (http://i2.kym-cdn.com/photos/images/original/000/642/038/a7e.gif)





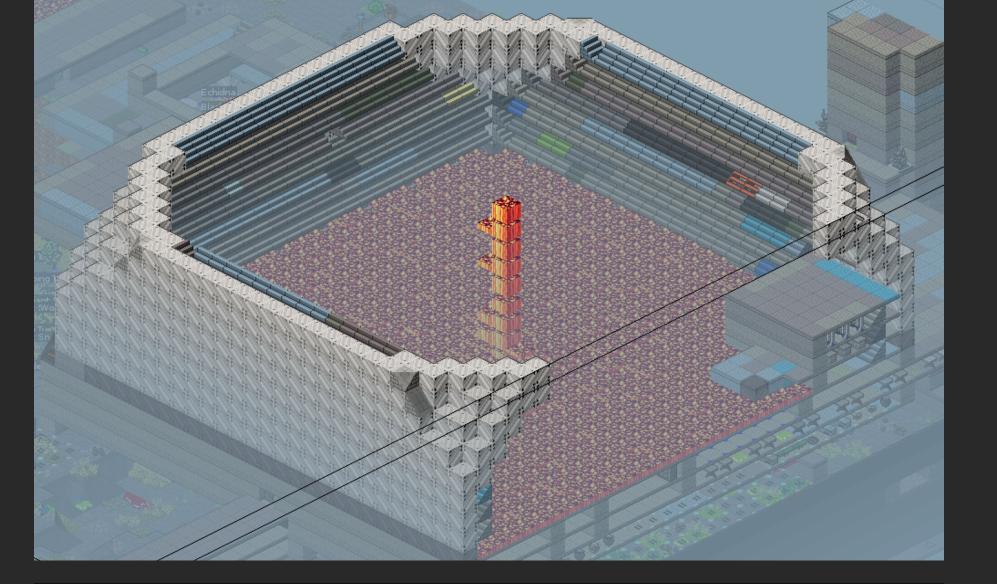




Yar that be awesome. I gloat.



The debris in the bottom will burn off or melt with time. We probably didn't really be needin' those bins anyway. Keep pumping!



While we be pumping, a novice Metalsmith was inspired, Took Strange, and made a great artifact: a symbolic representation of me cistern.

Vucar Udistmelbil, Pump Operator has created Kiddirlisidgethust, a adamantine bucket!

Press Enter to close window

FPS: 92 (18) Kiddirlisidgethust, "The Ardent Clashes-Harshness", a adamantine bucket

This is a adamantine bucket. All craftsdwarfship is of the highest quality. It is encrusted with cushion earthenware cabochons and encircled with bands of adamantine, rose cut red zircons and pig tail fiber. The handle is made from cat bone. This object menaces with spikes of pig tail fiber and dolomite. On the item is an image of orcas in alpaca leather.

Weight: <1\(\Gamma\)

Basic Value: 757200**

Made of adamantine, it menaces with spikes of magma-proof dolomite and depicts what I assume are magma killer whales, which I be pretty sure be a real thing. Even the name be perfect: "The Ardent Clashes-Harshness".

Vucar, you be me new favorite dwarf.

... one week later.

Okay. The novelty has worn off. This... be going to take a while. It's been a week of uninterrupted pumping, but...



Bit more than half a layer. Out of 17 layers. Plus I suspect we'll be emptying the Dike before we fill the cistern. Okay, new plan: everyone pumps. I want new magma from the Magma sea filling the Dike as fast as it be pumped into the cistern, ye understand?

```
'Flame III' Asteshrutod, Weaponsmith cancels Operate Pump: Exhausted. Etur Akrullitast has become a Pump Operator. Fath Kolanil, Stonecrafter cancels Operate Pump: Exhausted. Etur Akrullitast, Pump Operator cancels Operate Pump: Exhausted. Rith Loloknekol has become a Pump Operator.

*'Duck' Lekmomuz, Miner cancels Operate Pump: Exhausted.
```

I don't care, ye understand that ye pox-faced swine? My Magnum Opus be more important than yer arms feelin' a little tired!

```
Citizens (84)
                                                                     Pets/Livestock (74)
                                                                                                                                                                Others (30)
                                                                                                                                                                                                                          Dead/Missing (4939)
Sazir Ulabuzol, Construction Worker

Zas Lisedonul, Teamster

Deduk Nishmatul, Garbagedwarf

Duck' Lekmomuz, Miner

'Morgan' Amlitast, Woodcutter

'CrAzy UriSI' Amnekstinthad, Engraver

'Triaxx II' Dustikasen, Deadtrollslayer

Dumat Utharshem, Titanslayer

'Gwolfsky' Zesiton Gusilstistras Bal, Escapist

Rith Zuntirlecad, Mason

Ushat Idenkib, militia captain

'Pyrotechno' Azmololin, Metalsmith

Vucar Udistmelbil, Bucketmaker

Shorast Shintirist, Furnace Operator

Rakust Eralonam, Furnace Operator

Rakust Eralonam, Furnace Operator

Sigun Geshudetas, Hauly-Dwarf

Edzul Ganrintar, Furnace Operator

'Asmoth' Rigothvesh Bithsestmishthem Zan, Noble(?)

'Flame III' Asteshrutod, Weaponsmith

Tosid Atheleudist Ralmeb Arkoth, militia captain

Stukos Giginshorast Letmosduthtish Iklist, Gem Setter

Solon Unibalath, Craftsdwarf

Led Kadolammek, Bone Carver

'Azula' Cerolasmel, Clothier

Goden Mengshigos, Clothier

Urist Idtost, Glassmaker

Atír Kubukasiz, Leatherworker

Fath Kolanil, Stonecrafter

'Moira' Gikutavuz, Woodcrafter

'Moira' Gikutavuz, Woodcrafter

'Uuohiparta' Melbiledos, Farmer

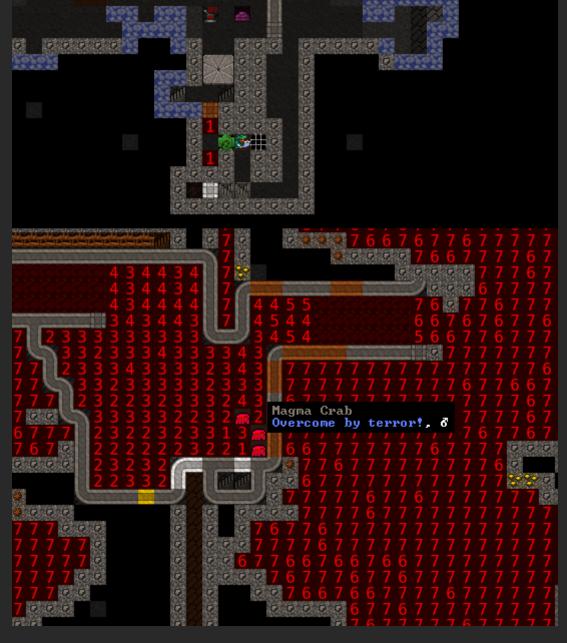
'Gollin' Emgashzuglar, Farmer

Edzul Ellestolin, mayor

'Urist McKiwi' Lertethiden, Knight of Cactus
  Sazir Ulabuzol, Construction Worker
                                                                                                                                                                                                                                     Operate Pump
                                                                                                                                                                                                                                       Construct Building
                                                                                                                                                                                                                                      On Break
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Store Item in Stockpile
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                                                                                                                                                                                                                                     Operate
    Collin' Emgasizagia, Edzul Ellestolin, mayor
'Urist McKiwi' Lertethiden, Knight of Cactus
'Urist McKiwi' Lertethiden, Knight of the G
                                                                                                                                                                                                                                     Conduct
                                                                                                                                                                                                                                                                       Meeting
                                                                                                                                                                                                                                     Operate
                                                                                                                                                                                                                                                                      Pump
    Bomrek Monommatul, Head Executioner of the Guard
                                                                                                                                                                                                                                     Operate
      'Quasar' Bekargoden, Pirateauthor
'Quasar' Bekargoden, Pirateauthor
'Eum Kilrudsolam, Brewer
'Blitz Gamer' Nisgaklorbam, Traveller
Rith Iklisterith, Trouble
'Taupe' Febunol, Fields Supervisor, Keablaster
'Erith Kogantad, Planter
Kivish Lokumsebir, Planter
Bblel Ozkaklitast, Teamster
                                                                                                                                                                                                                                     Operate Pump
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Operate Pump
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     Ilral Onulikthag, duchess of Murderflood
                                                                                                                                                                                                                                     Operate
                                                                                                                                                                                                                                                                       Pump
                                                                                                                                                                                                                                     Operate Pump
    Rîsen Zaneglanlar, chief medical dwarf
                                                                                                                                                                                                                                     Operate Pump
                                                                                                                                                                                                                                      On Break
                                                                                                                                                                                                                                      Operate Pump
                                                                                                                                                                                                                                     Operate Pump
                                                                                                                                                                                                                                     Operate Pump
                                                                                                                                                                                                                                      Attend Meeting
  Sarrak' Stinthadnol Rinulosdin Oltar, Soldier Operate Pump Sibrek Mosusdetes Arothudib Gukil, Administrator Operate Pump Operate Ope
    Etur Akrullitast, Peasant
Rith Loloknekol, Peasant
                                                                                                                                                                                                                                     Operate Pump
Operate Pump
   Rith Loloknekol, Peasant
Zaneg Tunalath, Peasant
                                                                                                                                                                                                                                      Store Item in Stockpile
                                                                                                                                                                                                                                      Eat
```

Yrrrrr, this still be too slow. I've got an idea. What if we open up the area around the magma pump, so more magma can flow in? All we'd have to do is channel into the sea, and-

What d' ye mean there be magma crabs in the area?



Dammit, the pull from the pumps must have dragged 'em in. Alright, we'll need to deal with that. Install some cage traps, maybe we can catch a couple while we're at it.

It got up again?! Dammit!



OOC: Yes, that does say "Cryptequals, Cryptequals corpse." This is the undead corpse of the undead corpse of a blind cave ogre.

"Ye fuckers! What're ye doin' in Gwolfsky's house?"

"It's fiiiine, maaaann. Gwolfsky's not around! You should join us man, this place is pretty sick maaaaan."



"Dammit, ye arseholes're supposed to be pumping! Flame III! Pyrotechno! Morgan! Get ye're arses out of here. I thought ye had a better work ethic than this. I be very dissappointed in all of ye!

"What about me?"

"Nay, I pretty much expected this from ye, Chicken."

"Duck."

"Whatever. Where be Gwolfsky, anyway? Wasn't he invited?"

"No, he hasn't been seen in a while."

"How long?"

"Oh, I dunno. I guess since we started filling the cistern, so about... a... week..."



"Oh god."

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 26, 2016, 07:17:07 pm

Shit. Oh shit oh shit.

Yar, I'm gonna be blamed fer this, *just* 'cos I was sayin' *maybe* it wouldna be such a bad thing from a narrative standpoint if the slowest dwarf in the fortress were ta be locked in the cistern to become one with the magma and embody the spirit of dwarven honour. But I didn't intend to actually do it!

We checked the cistern, dammit! There be no dwarves in there when we filled it! Yes, I know there be smoke, it be the *bins*. Dammit, help me find 'im! 'e's gotta be somewhere! Even if 'e fell in the magma, 'is armour's steel! That wouldn't have melted!

One hurried search later...



"Risen. Ye be chief medical dwarf. What can ye tell me?

"I spoke with Taupe, who knew him better than I. Here's the dossier..."

He feels the last restless after being able to rest and recuperate. He feels gratitude after being rescued. Within season, he didn't feel anything after seeing a crundle die. He was shaken after suffering a major injury. The Health of 'Gwolfsky' Zesiton Gusilstistras Bal, Escapist FPS: 100 (25) 46: Wounds Treatment History Status Pale bility to stand bility to grasp FPS: 100 (24) The Health of 'Gwolfsky' Zesiton Gusilstistras Bal, Escapist 46: Status Wounds Treatment History - Onol Lolokcog, Woodcrafter

4th Granite, 206: Received cave spider silk dressing on right upper arm
- Onol Lolokcog, Woodcrafter

4th Granite, 206: Received gypsum plaster right foot cast
- Rîsen Zaneglanlar, chief medicl dwrf 14th Felsite, 215: Brought to rest in Bed èrith Kogantad, Planter 14th Felsite, 215: Evaluated 14th Felsite, 215: Cleaned with ostrich soap — èrith Kogantad, Planter – èrith Kogantad, Planter ith Felsite, 215: Received cow 15th Felsite, 215: Received cow nair sucures on Fight 1666 - èrith Kogantad, Planter 15th Felsite, 215: Received pig tail fiber dressing on right foot - èrith Kogantad, Planter 7th Moonstone, 215: Brought to rest in Bed - 'Duck' Lekmomuz, Miner The flying (Eone-humped camel bone bolt) strikes The crundle corpse in the head, tearing the muscle! 'Gwolfsky' Zesiton Gusilststras Bal, Escapist: I cannot just stand by. There is no need to feel vengeful.

The flying ⟨≡one-humped camel bone bolt≡⟩ strikes The crundle corpse in the head, tearing the muscle!

"Could this be murder? Did anyone be havin' any grudges against him?"

"I'm not certain, overseer, but I don't think so. In addition, there is no signs of violence on the body. (OOC: And no combat logs) I don't believe he was killed by dwarf or beast. There was nothing in the land that dwarf couldn't escape from."

"Despite being paralyzed from the waist down?"

"Damn straight."

"Alright, so that be leavin'... what? Magma mist? Drowning? Perhaps a fall? Be there any other clues ye can be givin' me?"

"It's all on the dossier, overseer."

"Alright. Ye be gettin' back to the pumps. I'll look into it."

"Hmm... says here, the last dwarf ta' see 'im be 'Duck'? Why does that name sound familiar? Hmm..."

"Hey! Turkey! Where be yer friend Duck?"

"... you're doing this on purpose."

"Might be. Says here ye' were the one what carried Gwolfsky to the hospital before he died. Can ye tell me any more than that?"

"Not much. He was unconsious and bleeding, so I picked him up on my way to the dining hall. That's all I know."

"Could ye show me the place?"

"It's easy enough to find. Just follow the blood trail. He was spouting buckets o' the stuff."

"Alright, I'll go do that. Don't go anywhere, I may have questions fer ye later.





Dammit, the trail ends here. Did he fall? It's right under the edge of the Dome...oh. Nay. It's under the dinin' room. e'd have hit the dining room ceiling.

So... what happened? It not be near any magma. It looks like 'e was comin' from the north, but there be nothin' up there but the barracks and the ol' hospital...

... the old hospital.

I know what happened.

"Risen, I be havin' a question for ye."

"Okay overseer, shoot."

"When ye removed the corpses armour, was 'e wearin' any boots?"

"Boots?"

"Aye, boots."

"Hmm. Now that you mention it, overseer, I don't think so. Why?"

"I think the northern hospital be contaminated. There be enough forgotten beast blood an' extract around that well to drown a troll."



"But overseer, that could apply to all our wells."

"Aye! But most of us be wearin' boots, or socks at least. We don't get the stuff on us, ye see? So that keeps us alive."

"I see. So... why wasn't Gwolfsky wearin' boots?"

"Yar, that be where the story takes a dark turn. Ye see, it be my fault. I noticed some dwarves weren't wearin' armour, so I told the militia to replace clothing. I guess Gwolfsky hadn't been able to find replacement metal boots yet."

"So... it was you, then."

"It was an accident! Ye can't be blaming me for lax dwarven hygiene!"

"Well, I suppose you're hardly the first overseer to get someone killed by accident. At least you didn't lock him in the cistern."

"... still think that was a good idea."

"What was that?"

"Nothing!"

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on August 26, 2016, 07:38:42 pm

OH SHIT THE ONLY FOUNDER LEFT IS TAUPE

That's the extract that killed a dwarf and a pet bear during my turn! Gwolfski must have gotten it on him when he CRAWLED through a puddle of it! That's why nobody else has died! Quick, floor the spots over!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on August 26, 2016, 07:41:28 pm

by: QuQuasar on August 20, 2010, 07.41.20 pm

Quote from: TheFlame52 on August 26, 2016, 07:38:42 pm
OH SHIT THE ONLY FOUNDER LEFT IS TAUPE

That's the extract that killed a dwarf and a pet bear during my turn! Gwolfski must have gotten it on him when he CRAWLED through a puddle of it! That's why nobody else has died! Quick, floor the spots over!

The spots are already floored over! WE'RE DOOMED! DOOMED I SAY!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on August 26, 2016, 07:44:41 pm

Well rip up the floors and put them back down upside-down!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **QuQuasar** on **August 26, 2016, 07:57:45 pm**

Quote from: TheFlame52 on August 26, 2016, 07:44:41 pm

Well rip up the floors and put them back down upside-down!

That's actually not a bad idea. But before we do that...



SCIENCE

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Zuglarkun on August 26, 2016, 09:11:15 pm

There's a lever in the lever room on upper levels of the south tower (should be a shortcut that brings you there) that separates the magma dike from the pump stack. Check the notes there. I would suggest using that so we do not compromise our magma defenses, might also save you some flow FPS.

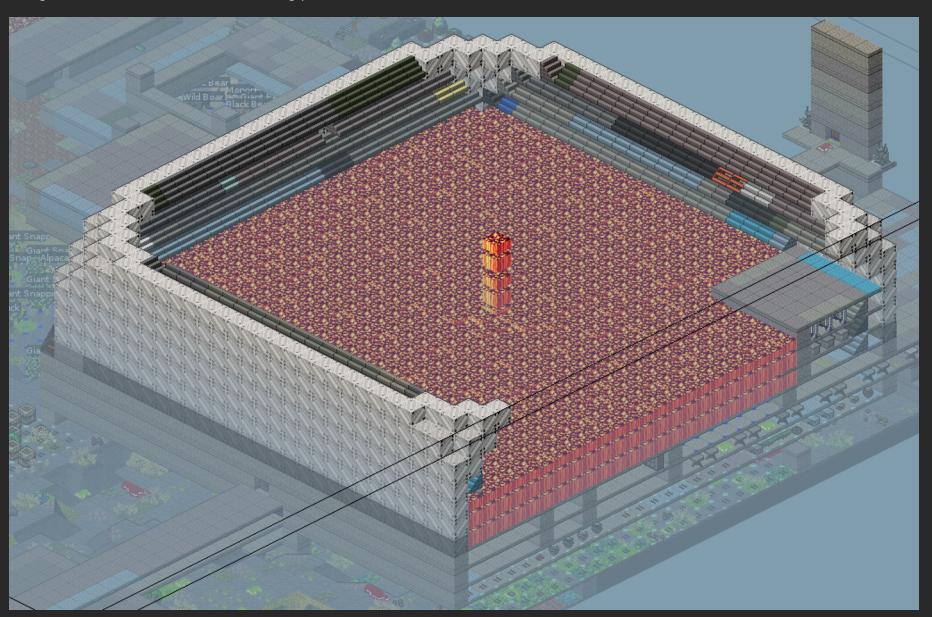
DERP. Did not notice that you were pumping from the magma dike.

Also, in the event that we need to bathe the entire fortress in magma (for decontamination), there's a lever that seals the wells near Gwolfsky's abode so we still ought to have a fresh water source.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on August 27, 2016, 01:03:46 am

Yar!

Filling continues. It be a slow but rewarding process.



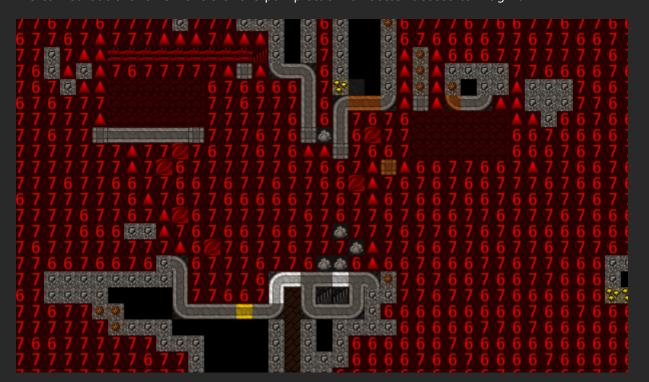


I had the polluted well thoroughly cleaned, though I fear there still be forgotten beast blood and extract across the fort. There be little I can do about that now: I have less than two months left in me term, and I not be fool enough to try and overstay my welcome as overseer. There be plenty of stories about power hungry dwarves who try that: it never ends well for them.

In the interests of science I tried to expose a turtle to the syndrome, but nothing happened. Well, aside from getting utterly covered in blood...



We carved out the lower levels of the pump stack for better access to magma.

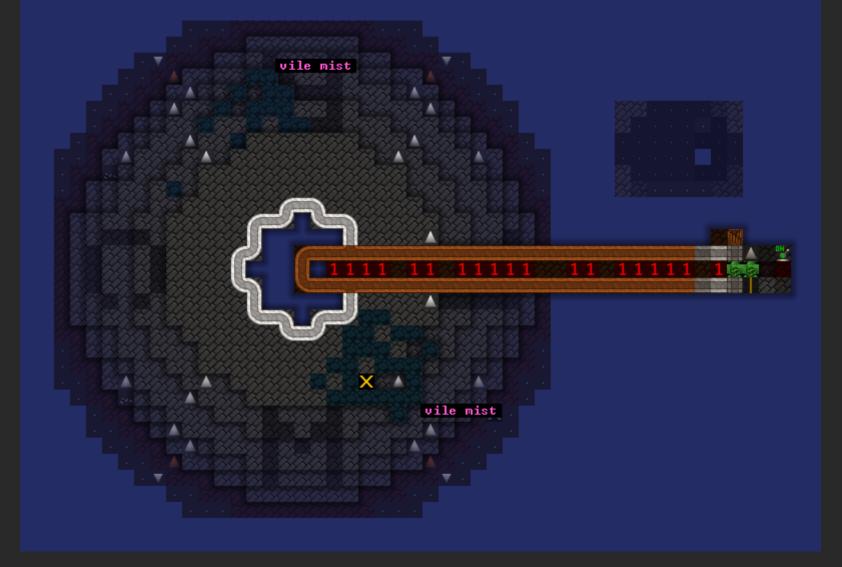


With luck, fillin' the dike should be a little faster now.

Lest ye forget the vile mist, it still be risin' off the lake. I've not mentioned it in this log as it be a routine occurance, but we've seen four or five mists this year.

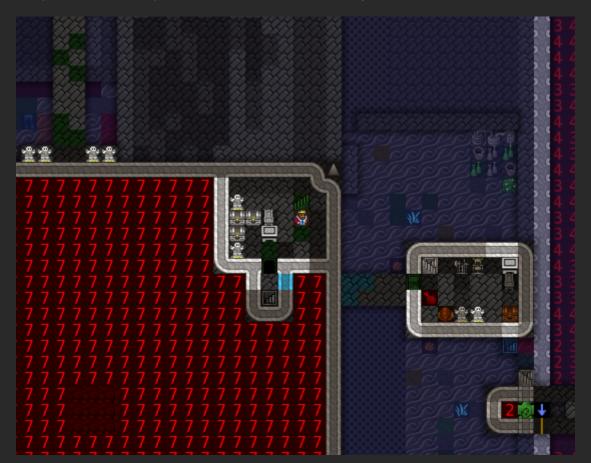


This time, however, we be noticing something odd.

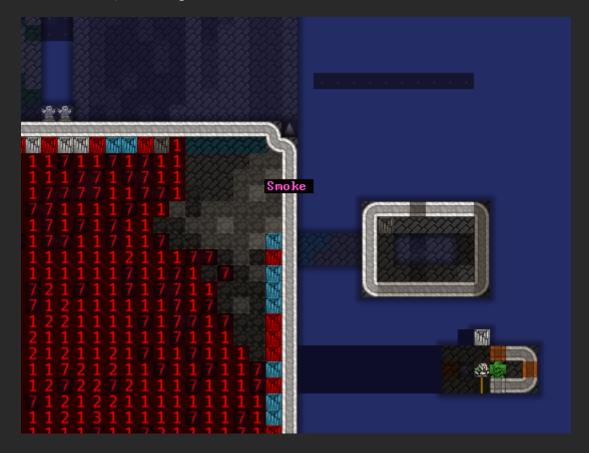


The mist caresses my masterpiece. Clearly it fears that it will never have the opportunity to husk us all, as it did to poor Zuglarkun. Aye, this was the right choice.

Deep in the warm depths of the Dome, the duchess goes about her business.



Above her, the magma reaches her roof and slowly, carefully spreads over it. A few leftover seeds, the remains of some construction workers snack, catch alight as it reaches them.



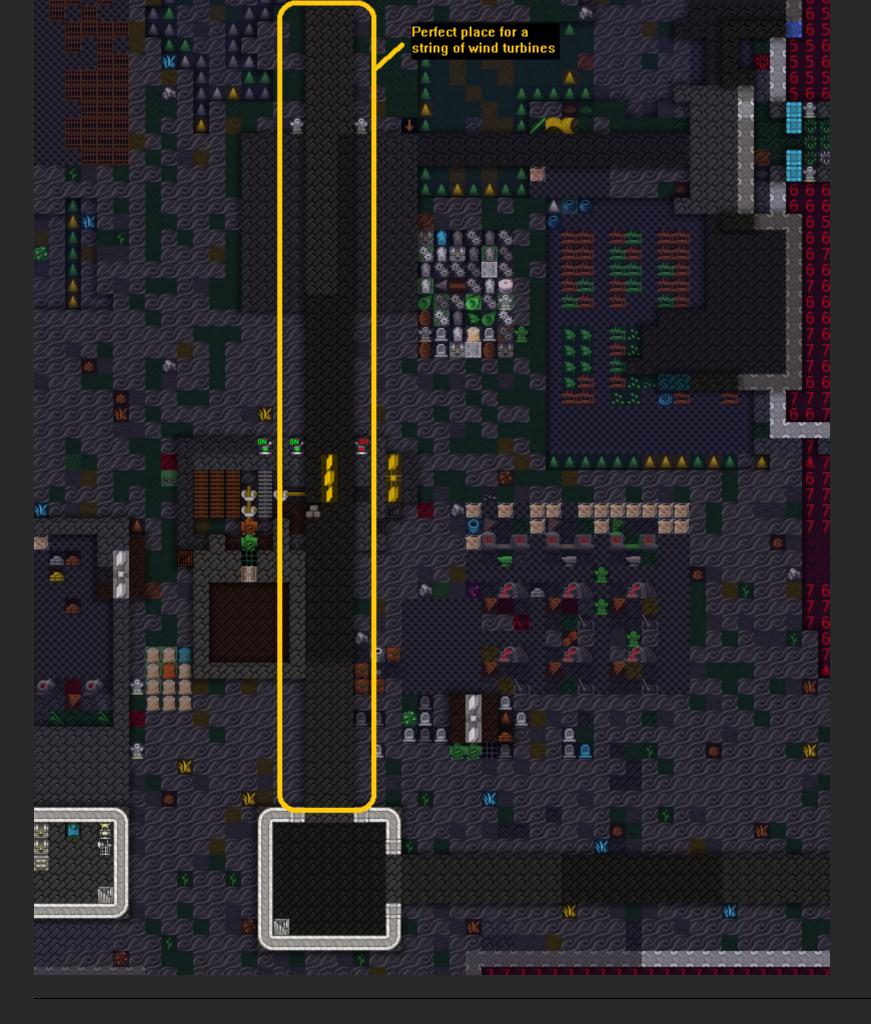




A giant lepoard roams the outside of the dike, curiously looking in. Perhaps it appreciates the warmth in these cool summer months.

I am nearing the end of my term. It be clear that my masterpiece will not be full by the end of the year, but I trust future overseers to see the wisdom in my work and allow pumping to continue.

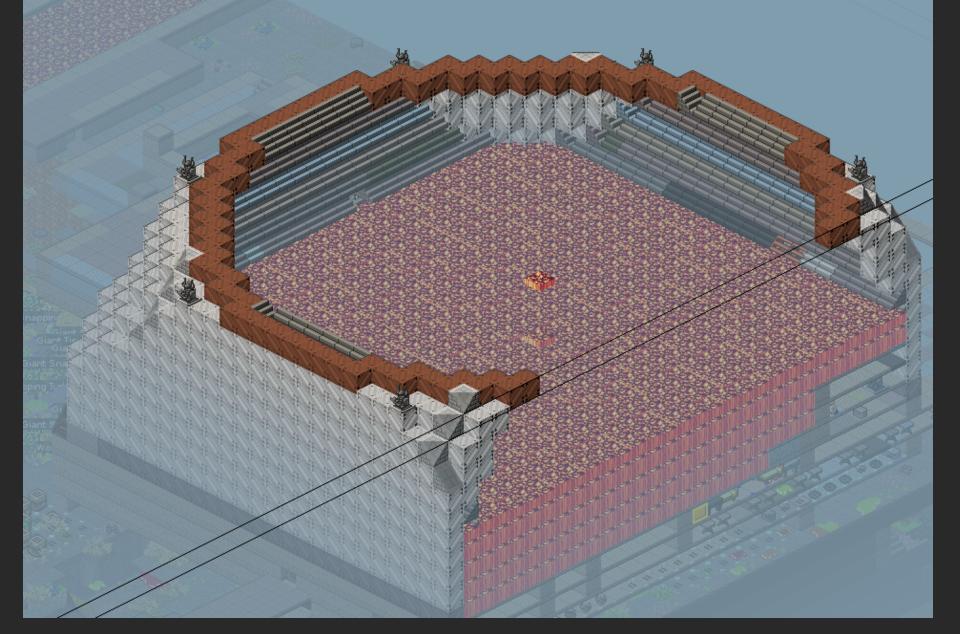
Or perhaps they could look to automating one or both pump stacks instead? The wind in Murderflood be strong (OOC: 40 power per windmill), and we have a long pathway perfectly positioned for such an endeavor. Covered in turbines, it could easily power the pump stack from sea to dike, and would be savin' us all that mucking about with "water reactors" [spit].



Yar! The new year be here. It now be the year 216, and thus my term beat an end.



The cistern be about a third full.



I have no choice but to hope for the best: these dwarves no longer be mine to command. And, yar, even if my successor proves... less than honourable, shall we say, and decides they want to be sabotagin' my great work, well... there's a lot more than just the Dome linked up to that lever now, and it be in a public place, isn't it?



A public place where anyone could just... go ahead and pull it. Without warning.

Not that ${\it I}$ would want ta' be doin' that, of course. That Would Be Bad.

I'm just saying.

OOC: And thus ends the reign of Quasar Dipropes, Pirateauthor.

Save is here. (http://dffd.bay12games.com/file.php?id=12386)

Comments for the next overseer:

- DO NOT PULL THE MURDERLEVER.
- Imic and Urist McKiwi are both doing something weird where they get stuck on "pickup equipment" and keep picking up and dropping bolts. You might have better luck than I working out what their problem is.
- DO NOT PULL THE MURDERLEVER.
- Windmills! We've got plenty of space and logs, and they generate 40 power each without the FPS costs and potential drownings of a water reactor: you could power the Dike-To-Dome pumpstack with six of them, and the Sea-to-Dike pumpstack with 12.

- DO NOT PULL THE MURDERLEVER.

- Hygeine! Go looking for forgotten beast blood and extract and try to floor over it wherever you find it. At least one type of goo on the map is fast acting and deadly to dwarves.
- Gwolfsky's house belongs to me now. I killed him, I get his stuff. (http://tvtropes.org/pmwiki/pmwiki.php/Main/KlingonPromotion) I'm like, 95% sure that's how that works.
- NO REALLY, I'M SERIOUS, **DO NOT PULL THE MURDERLEVER**.

Oh, and I've done terrible, horrible things to the FPS. It should come good again when the Cistern and Dike are both filled, but in the mean time you can free up some pathfinding CPU by...

- ~ forbidding the door into the big cavern on level 137,
- ~ closing the trap corridor into cavern 2 on level 126,
- ~ forbidding the door into cavern 1 on level 126, and
- \sim forbidding the door into cavern 3 on level 114.

Good luck! (you poor, poor bastard)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on August 27, 2016, 04:47:56 am

So, what you're saying, is Pull the Murderlever.

Post by: QuQuasar on August 27, 2016, 05:20:12 pm

Okay, I did a test in a parallel Murderflood. I won't spoil anything, but the lever could easily be made a lot more destructive with a few minor architectural changes.

In short, Up/Down stairs are a problem. The Magma falls straight down them without splashing to the sides. Unfortunately, Murderflood is built around an 4-way up/down staircase from surface to magma sea, so that's where the magma goes: straight to the bottom. It would have to fill up the lowest levels before even touching the higher ones. It might manage it eventually if we made sure the caverns were watertight (which I would recommend), but magma doesn't flow fast.

To fix, what we'd need to do is deconstruct and floor over two of the up/down stairs on the levels we want to ensure get flooded. This would mean the magma has to go to the *other* two staircases, and in the process would overflow into the fortress.

(edit) also, in addition to making sure the caverns are watertight, plugging up all the lower levels with walls or magma-proof doors would allow the relevent bits of the fortress to fill up quicker. Magma flows slowly, so anything to speed the process will make things much more exciting.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on August 27, 2016, 06:02:46 pm

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

That was truly a magnificent turn, Ququasar, as always. Ghills is now next!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Blitzgamer on August 28, 2016, 12:38:55 am

I speak of hnoring tradition, and ye say I'm lacking in determination? I'll have ye know that the thought of drowning our enemies in magma fills me with determination. I jest be thinkin' that we should be using teh knowledge of our anscesters and use teh power of magma to clease away teh infectious goo that be covering teh floors.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on August 28, 2016, 03:40:11 pm

Hey, wait a minute.. You cut off access between the overseer tower and the main building! Now Vuohiparta has to go around and walk all the way from the dike walls to reach the dining hall!

I DEMAND IMMEDIATE DECONSTRUCTION OF THE DOME!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on August 29, 2016, 06:37:35 am

He's welcome to go THROUGH the dome if he's too lazy to go around. :P

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on August 30, 2016, 09:52:03 pm

Quote from: Triaxx2 on August 29, 2016, 06:37:35 am

He's welcome to go THROUGH the dome if he's too lazy to go around. :P

Yar, I be secondin' this proposal! In fact, we should build a tunnel directly from his bedroom to the dome so e' can get in an' out easier.

Something I learned: because magma doesn't actually move via pressure, what I should have done rather than opening a bridge underneath the dome was open the sides up and release lava from every direction. Maximizing the number of openings would mean a faster flow rate.

Actually, it still might be possible to modify the dome to do that without releasing the magma: build a 'catchment' around the edges with retracting bridges like so:

```
M M # b #
M M # b #
Top view
b b b b #
# # # # #

M M #

M M #
M M # b #
Side view
(R = ramp)
```

Then use this exploit to deconstruct the lead walls:

http://www.bay12forums.com/smf/index.php?topic=110724

... between that, the architectural modifications that would make the Murder Flood itself more destructive, automating the pumpstacks, and connecting a bunch of more magma traps to the Murderlever, I kind of want to take another turn.

Ah, why not? Sign me up for another turn after Ghills!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on August 31, 2016, 10:21:07 am

We should also rig the pump stack so it can also be powered by all the water reactors, and set it up so opening the bridges will also cycle the power to run the pump stack continually until the reactors obsidianize.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on September 05, 2016, 09:37:26 pm

Hey Taupe, question: as Ghills has yet to respond, may I take another year?

I know taking two in a row is unusual, but it's really bothering me that the magma flow rate ends up leaving the Murder Flood more of a Murder Trickle (I completely failed to take into account the fact that magma isn't pressurised by gravity), and I've been testing a variety of ways to make it worse better (https://www.youtube.com/watch?v=uDIgS-Soo9Q).

So far most of them have failed miserably. I've tried automating the pump stack (doesn't improve flow rate, just tops it up as it flows out), opening up the bottom level so the magma can flow into a channel and then down the sides, (can't perform Remove Construction jobs from underneath bridges), pumping it out of the dome (can't embed pumps in the wall), creating a series of 2x1 'buckets' on the lowest level (works, but requires a lot of dwarfpower and material for each single tile opening, and takes forever to link up), use a cave in to scythe off the walls of the dome (I thought cave-ins destroyed constructed walls. Apparently not) and so on.

Eventually, though, I found a method that does work, and I'm reeeeally itching to implement it. :D

I also feel like my dwarf hasn't undergone his full character arc yet. Simply stepping down and entrusting his grand tale to the next overseer seems a little too easy.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on September 05, 2016, 11:24:12 pm

Sure

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on September 06, 2016, 07:34:16 am

Sounds fine

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on September 06, 2016, 09:42:23 pm

It was the 28th of Obsidian. Midnight approached and two dwarves, already somewhat the worse for drink, had snuck out of the dining room to share a moment on the walls. They sat on the fortifications, feeling the heat of the dike on their backs as they gazed inwards at this years addition to Murderflood's skyline.

In time the dome would blacken and tarnish, but for now it was a shining monument to the dwarven tendency towards self-destruction, a towering blob of silver. The arc of the dome reflected the starlight above it while a slight red glow, barely visible even in the darkness of this moonless night, marked the height of magma within it.

"Do you think it was worth it?" asked one of the two. His companion looked over at him.

"Worth it?" she asked.

"The dome. I mean... yes, okay, if the undead get in it's certainly better than being eaten. I'll grant that. But... we fought them and we won. We took back the caverns. For a while there, Murderflood felt... safe. And now we've got that thing hanging over us."

"Hey, don't worry about it. I'll tell you a secret: it's not nearly as dangerous as it looks."

"Really?"

"Have you ever seen magma flow? Not pushed by a pump, like when we filled the Dike, but naturally, by gravity. It isn't like water: it flows slowly. Hah! With the tiny outlet the overseer left for it, we could probably evacuate everyone who wasn't standing directly underneath it when the lever was pulled..."

Unexpectedly a third dwarf burst from the darkness, eyes wild, smelling of drink and screaming in anger.

"WHAT BE THAT?!"

In the dining hall, Taupe was speechifying...

"The time has come to name the overseer for next year. Quasar, our honourable soon-to-be-former overseer, has agreed to stand down at the strike of midnight, as is traditional. As the final surviving founder of Murderflood..."

The hall fell silent at this. Taupe paused, reading the room, and then raised his mug. "To Gwolfsky."

"Gwolfsky," the dwarves chorused, toasting the old woodcutter.

"As the final founder, it falls to me to name the overseer for the new year 216." Taupe continued. There was murmering, and more than a few nervous looks from dwarves who might have reason to think they were a candidate. "And so, without further ado-"

"I BE OBJECTIN'!!!"

The doors burst open, and a drunk, squat, and very angry dwarf strode in. Taupe hesitated. "Uh-"

"Ye slovenly bunch of lily-livered, pox-faced, lice-infested, barnacle-bottomed, weevil-eating, parrot-fucking swine!* How many of ye knew? Huh? HUH?! WELL? TELL ME!" he shouted, striding down the hall, glaring at every dwarf.

Taupe broke the sudden silence. "Knew what, Qua... er, overseer?" he glanced at the hourglass. Still two minutes before midnight.

"KNEW WHAT? YE ALL HEAR THAT? "KNEW WHAT"! YE KNOW WHAT I BE TALKIN' ABOUT, YE YELLOW-BELLIED FARMLUBBER! ME TALE! ME STORY! YE SABOTAGED IT YE DID, YE MUTINOUS, CONSPIRATORIAL COWARDS! HOW MANY OF YE KNEW THE DOME WOULDN'T

WORK?"

Taupe glanced around the room. A lot of dwarves were shifting uncomfortably or avoiding eye-contact. Well, the flow-rate of magma was common knowledge.

Quasar's shouting subsided, his rage simmering as he gave the room a death glare. "I knew it. Ye lot knew and ye said *nothing*. Ye can't be trusted ta' do the honourable thing. Ye'd rather be driven from yer home by the undead, runnin' away like cowards while your comrades be eaten instead o' burning together like dwarves!"

" WELL I WON'T LET YE! I'M NOT GIVIN' UP ME MASTERPIECE TA' THE LIKES OF YE! NOT TILL IT BE FINISHED! NEXT YEARS OVERSEER BE ME!"

There were gasps. An overseers word was law, and there was technically nothing stopping one from naming themselves as the next overseer, but tradition and honour dictated they step down at the end of the year except in cases of dire emergency.

"Overseer, please don't do this."

" Enough with yer bilge, Taupe! It be done! Ye hear that, ye' sneaky bastards! Ye'll not be gettin' away with thi! Ye'll all burn, I so swear it!"

There were nervous murmurs from the crowd: it was clear their overseer was not right in the head. A few heads turned to Bomrek, Head Executioner of the Guard, wondering how the militia would react to this. She shrugged.

"The word of the overseer is law." She narrowed her eyes threateningly as she scanned the room. "We must obey the law."

Taupe looked down and watched the last of the sand trickle out of the hourglass.

"Well then... long live the new overseer same as the old overseer, I guess," he said.

"Yar! Damn straight. Now get back ta' work, the lot of ye!"

* **Footnote:** Quasar calling the dwarves of Murderflood "parrot-fucking swine" is, of course, a gross slander. They're not swine, it was one parrot, and the Keamaster was very drunk at the time.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on September 07, 2016, 07:22:24 am

"Awk! Yes, sir. More sir. Awk! Polly wants the lotion, sir."

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Ghills on September 07, 2016, 11:55:48 am

You mean an overseer wants to clean up their own mess instead of leaving it for the next one? It's practically undwarven! I'm happy to let you though, changing architects midstream (or trickle) is risky.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on September 08, 2016, 03:07:34 am

I see it now. This be the low point, the darkness before the dawn, the end of Act 2, where the hero be betrayed by those 'e once called friends.

Those squid-loving worms! They knew, they all knew, of the tragic flaws in me magnum opus. They knew it would fail in it's purpose, and they *conspired* to keep it from me.

Well, I won't stand for it. Yar, they'll call me power-hungry, they'll call me mad, they'll call me evil, I don't care! If I have ta' be becoming the villain of me own story ta' ensure it be told, so be it! What matter's is that they'll remember me.

I've been up all night drawing up plans. The new Magma Release System won't suffer from the same flowrate problems. If the dwarves of Murderflood won't die with honour, then I'll make them!

First things first: everyone can stop pumping. If we automate the process, we can keep working on other matters while the cistern fills.

There be water reactors on the lower levels, but I don't be trusting those things. They use water from the lake. Who knows what foul magics stirring that water could release. We'll do this the old fashioned way: windmills!



Shipcat be one year old.

→'Shipcat' Zuglarzalud has grown to become a Fifth Zuglarkun.

Good for ye, little one. May ye burn with honour and dignity when the time comes. Try not to grow up to be a sad traitorous *coward* like yer parents generation.

OOC: I didn't know custom professions showed up in the growth notifications. Neat. I should professionise more babies.

The elves be here. I don't care! Just feed 'em, take their animals, and send them on their way.

119 tree's? Who cares? Just agree to whatever they ask, we've got plenty of wood.

[CRRRRRR-UNCH]

"Whoa! It's moving! Everyone hold up!"



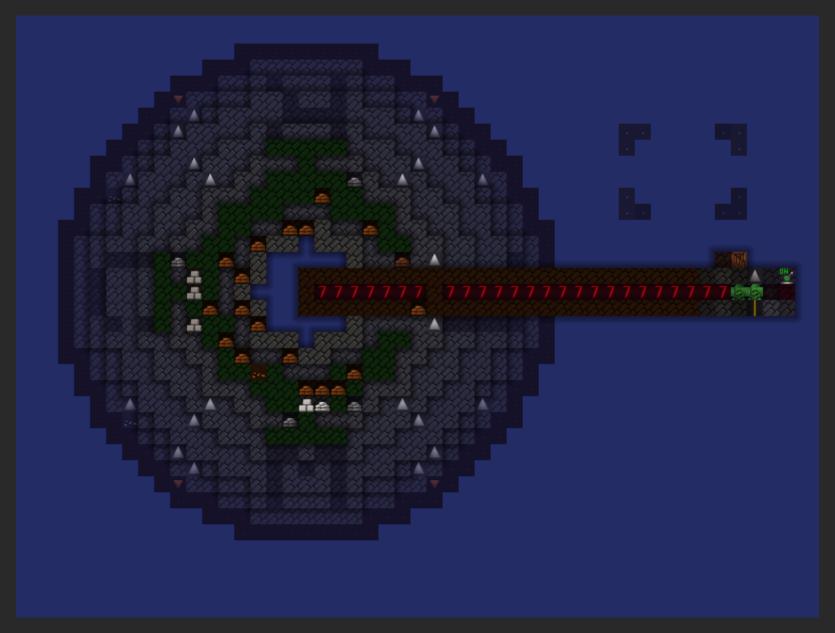
[cheers]

Yar! The pumps be automated, the magma be flowing, an' it's barely been one and a half months! We be occupying ourselves with other things now: it be only a matter of time before my masterpiece is full.

A bobcat suddenly started spouting blood and died. Symptoms seem to be similar to what happened to Gwolfsky.

I don't be caring anymore: such things pale in comparison to the importance of my great work, but to stop the complaining I ordered a few of the more suspicious pools of liquid around the fort floored over.

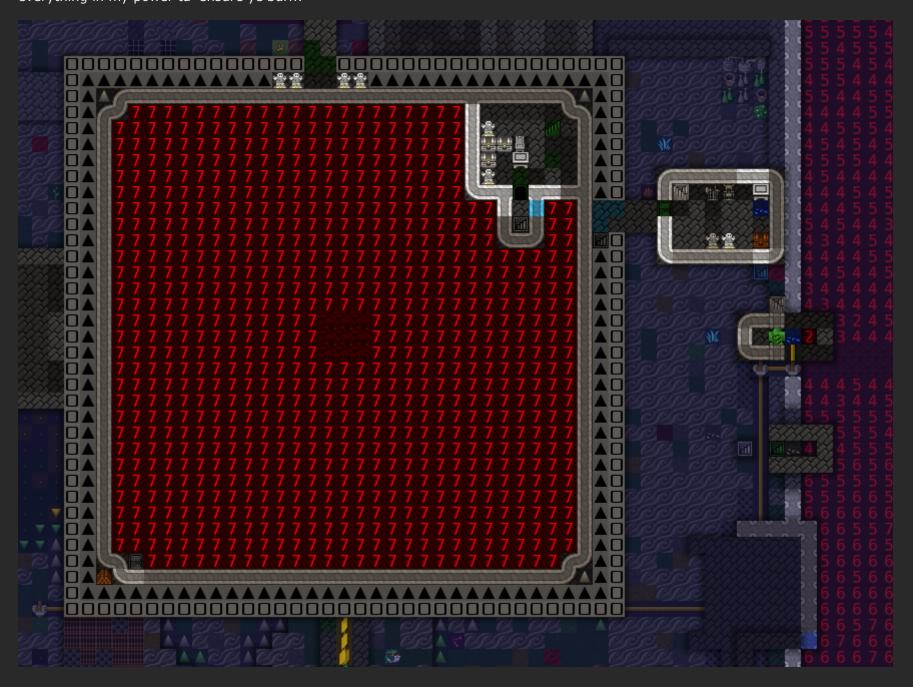
The new magma release be nearin' completion.



The moonscythe be a giant green-glass blade in the shape of a crescent moon, held up by collapsable supports. When the climax of my tale begins it will fall through the cistern and into the fortress proper, in one fell swoop slicing the cowardly heart out of Murderflood and replacing it with the heart of Armok.

The moonscythe won't be the only new addition to the magma release system, though. Oh no! I've given a new design to the architects, an' started work on a few more devices. Ye pitiful specimens of dwarvenkind can't be trusted with yer own fate, so I must be doing

everything in my power ta' ensure ye burn.



Collin, ye traitorous bastard! Blitzgamer, control yer spawn!



Dammit, that be half the fort not workin' now! Ye pusillanimous pus-filled sponge-sac's!

Well, at least we managed to get the pump stacks goin'. Even if those traitorous scumbags not be working, I can take comfort in the sound of magma pouring into the cistern above our heads. It be the sound of a great tale being written, ready to be published with but the pull of a lever. Yar.



A few more of me devices be linked up in out-of-the-way locations. None but I be knowing their purpose.

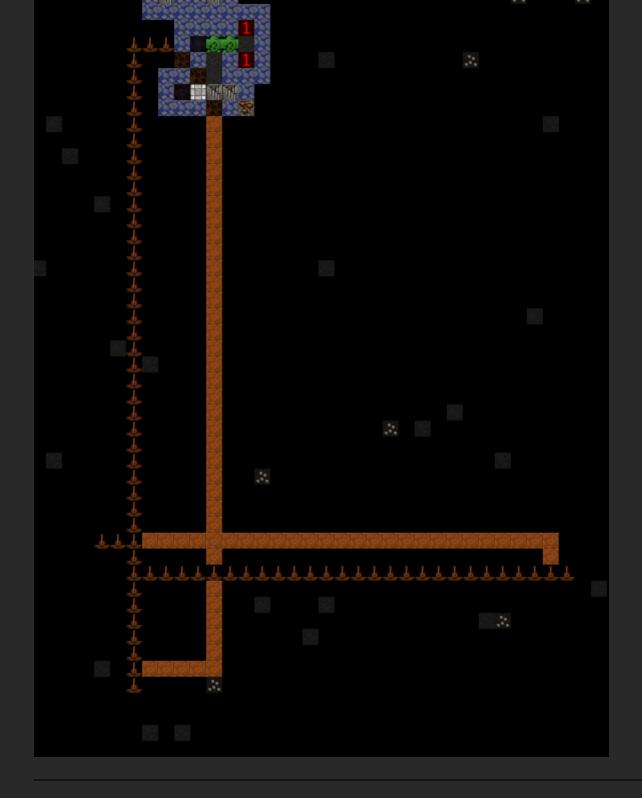


Note to self: if anyone asks, they be special windmills what be usin' the thermals of the dike for extra power. And then jail them or something.

Interesting. I originally assumed it would require another entire pump stack to bring up magma from the sea more quickly, but that not be true. The pumps whir quickly, but their output be little more than a trickle. The stack itself could bring up far more, but it only pumps the magma that flows through this one small grate.

Therefore, a single extra pump somewhere else on the magma level could feed into the main stack and potentially double it's output! An' a bunch of em would be even better!

Yar, this be a great idea! Get down there ye miners. And someone build a few more thermal windmills, we're gonna need 'em.



FFFFFFFFF-

The Forgotten Beast Zolak Ebrarusmo has come! A towering beakless parrot. It has large mandibles and it squirms and fidgets. Beware its deadly dust!

-orgotten beast. Lock the doors. I'd send the military, but who knows what it's deadly dust would do to them, and I don't want to lose any workers right now. They can go and die horribly later.

Ye know, being an usurper overseer gone mad with power isn't too bad. It's honestly not that different from being a normal overseer.

I wonder if I should have them build me a tower ta' live in, like the other overseers did? Hmm... nah, I'll just keep livin' in Gwolfsky's old place. It be grand enough fer the likes of me, and seeing my magnum opus through to the end be more important than such petty things.

"... through to the end..."

... hmm. Yar.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on September 08, 2016, 08:42:39 am

Quote from: QuQuasar on September 08, 2016, 03:07:34 am

Ye know, being an usurper overseer gone mad with power isn't too bad. It's honestly not that different from being a normal overseer.

It's been a long time since I sigged something, but this qualifies.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Blitzgamer on September 08, 2016, 10:37:33 pm

Colin be a grown dwarf, 'e can do as 'e likes!

ooc: has any of my family made artifacts? I don't think so but it's been awhile since i've read the entire thread.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on September 09, 2016, 02:48:47 am

Quote from: Blitzgamer on September 08, 2016, 10:37:33 pm

Colin be a grown dwarf, 'e can do as 'e likes!

ooc: has any of my family made artifacts? I don't think so but it's been awhile since i've read the entire thread.

Seems like a good time to catch up with the named dwarves, so here's a summary of everyone...

Notable Civilians

'Duck' Bristledcrypts, female (20), legendary miner, creator of "The Mindful Theater", a slate floodgate.

'CrAzY UriST' Tributetheaters, male (134),legendary engraver, hammerdwarf, son of Haerdalas the First. 12 kills (mostly zombie crundles).

'Pyrotechno' Obscuretongs, male (70), legendary armoursmith, legendary metalsmith, creator of "Bittenworn the Owner of Marshes", a

copper floodgate.

'Flame III' Cudgeldashes, female (88). Legendary weaponsmith.

'Vuohiparta' Tomesamazed, male (96). Legendary grower, legendary metal-crafter, creator of "Griptraps", an adamantine mini-forge. 2 kills (including a named zombie draltha).

'Quasar' Dipropes, male (63). Legendary brewer, creator of "Murderdome" a silver bowl. 83 future-kills (entire population of Murderflood). 'Taupe' Arrowsoul, male (89). Legendary grower. 2 kills (both zombie gorlaks).

'Imic' Ballbasement, female (94). Expert animal trainer, master crossbowdwarf. 2 kills (a goblin and a honey badger)

Notable Militiadwarves

'De' Swordjail the Labyrinthine Jewels, male (88). Legendary Axedwarf. 20 kills (including a hill titan).

'Urist McKiwi' Tangledpaddle, female (85). Lègendary Crossbowdwarf, creator of Sneerpracticed the Turquoise Twigs, a honey badger bone crown. 10 kills (including a brush titan).

'Triaxx II' Boargravel, male (121), legendary engraver, hammerdwarf, creator of "Voidstokers", a sphalerite bracelet. Husband of Haerdalas II, brother of Sarrak. 25 kills (including a Hydra).

'Haerdalas II' Fancycloister the Fortituous Harmony of Mourning, female (115). Legendary swordsdwarf, legendary record keeper. Wife of Triax II, niece of Ilral, Duchess of Murderflood. 107 kills (including a named zombie giant earthworm)

'Sarrak' Theatertongues the Intense Rips of Gilding, male (119). Legendary Hammerdwarf. Brother of Triaxx II. 48 kills (including a plains titan).

Asmoth's family

'Asmoth' Crafteddust the Triangular Scholar of Artifacts, female (72). Legendary swordsdwarf, legendary weaponsmith, creator and wielder of "Firelances the Shore of Confederations", a adamantine short sword. Mother of Azula and Morgan. 71 kills (including a desert titan).

'Azula' Lensmerchants, female (17). Adept clothier, creator of "The Letter of Partners", a hornblende scepter. Daughter of Asmoth, elder sister of Morgan

'Morgan' Speaktorch, female (15), accomplished woodcutter. daughter of Asmoth, younger sister of Azula.

Blitz Gamer's family

'Blitz Gamer' Frostystandard, male (83), Legendary Cook, Legendary Swordsdwarf. Father of Collin and Moira. 21 kills (including a kobold and a troll).

'Moira' Dabbledmine, female (14), legendary woodcrafter, creator of "Distanceyell", a llama wool hood. Daughter of Blitz Gamer, younger sister of Collin.

'Collin' Ridership, male (15), expert pump operator, proficient wood burner. Son of Blitz Gamer, elder brother of Moira. Once killed a honey badger.

Probably Doomed

'Shipcat' Shipfuture, female (1). Novice Zuglarkun.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on September 09, 2016, 04:21:14 am

Yar, progress be continuing fine.

The militia dwarves of Murderflood have worked out that, thanks to their masterwork armour, they can jump down from the construction works without hurting themselves. It be an efficient, and I be told fun, way to travel.

```
the Titanslayer Dumat Utharshem is fighting!
the Pump Operator Stukos Giginshorast Letmosduthtish Iklist is fighting!
the Pump Operator Zefon Lekgusil is fighting!
the Traveller 'Blitz Gamer' Nisgaklorbam is fighting!
the Badass Bookworm 'Haerdalas II' Nefekoddom Gisstirthir Avuz is fighting!
the Pump Operator Besmar Zefonemuth Omristedimshazak Usan is fighting!
```

So far no injuries. I fear it be only a matter of time before an unarmoured dwarf decides to try it, but that be the nature of natural selection.

Yon' ugly beakless parrot has flown up to the second cavern layer and is attacking the lake-dwelling undead. I've closed the trap corridor so it can't get in.



```
The Forgotten Beast is caught in a cloud of Zolak Murkechoes's forgotten beast frozen extract!

The Forgotten Beast kicks The crundle corpse in the left upper arm with its right foot, bruising the muscle!

The Forgotten Beast is caught in a cloud of Zolak Murkechoes's forgotten beast frozen extract!

The crundle corpse scratches The Forgotten Beast in the left upper leg, tearing the skin and bruising the muscle!

The Forgotten Beast is caught in a cloud of Zolak Murkechoes's forgotten beast frozen extract!

The crundle corpse bites The Forgotten Beast in the tail, bruising the muscle!

The crundle corpse latches on firmly!

The Forgotten Beast kicks The crundle corpse in the head with its right foot and the injured part collapses!

The crundle corpse is propelled away by the force of the blow!

The Forgotten Beast is caught in a cloud of Zolak Murkechoes's forgotten beast frozen extract!

The Forgotten Beast is caught in a cloud of Zolak Murkechoes's forgotten beast frozen extract!

The Forgotten Beast is caught in a burst of Zolak Murkechoes's forgotten beast frozen extract!

The Forgotten Beast is caught in a cloud of Zolak Murkechoes's forgotten beast frozen extract!
```

I *like* this beastie: it's already taken care of a troll corpse and a couple of crundles, and it's deadly dust be falling harmlessly in the water. So long as it doesn't return after death, I be okay with us staying out the caverns while it cleans them up for us.

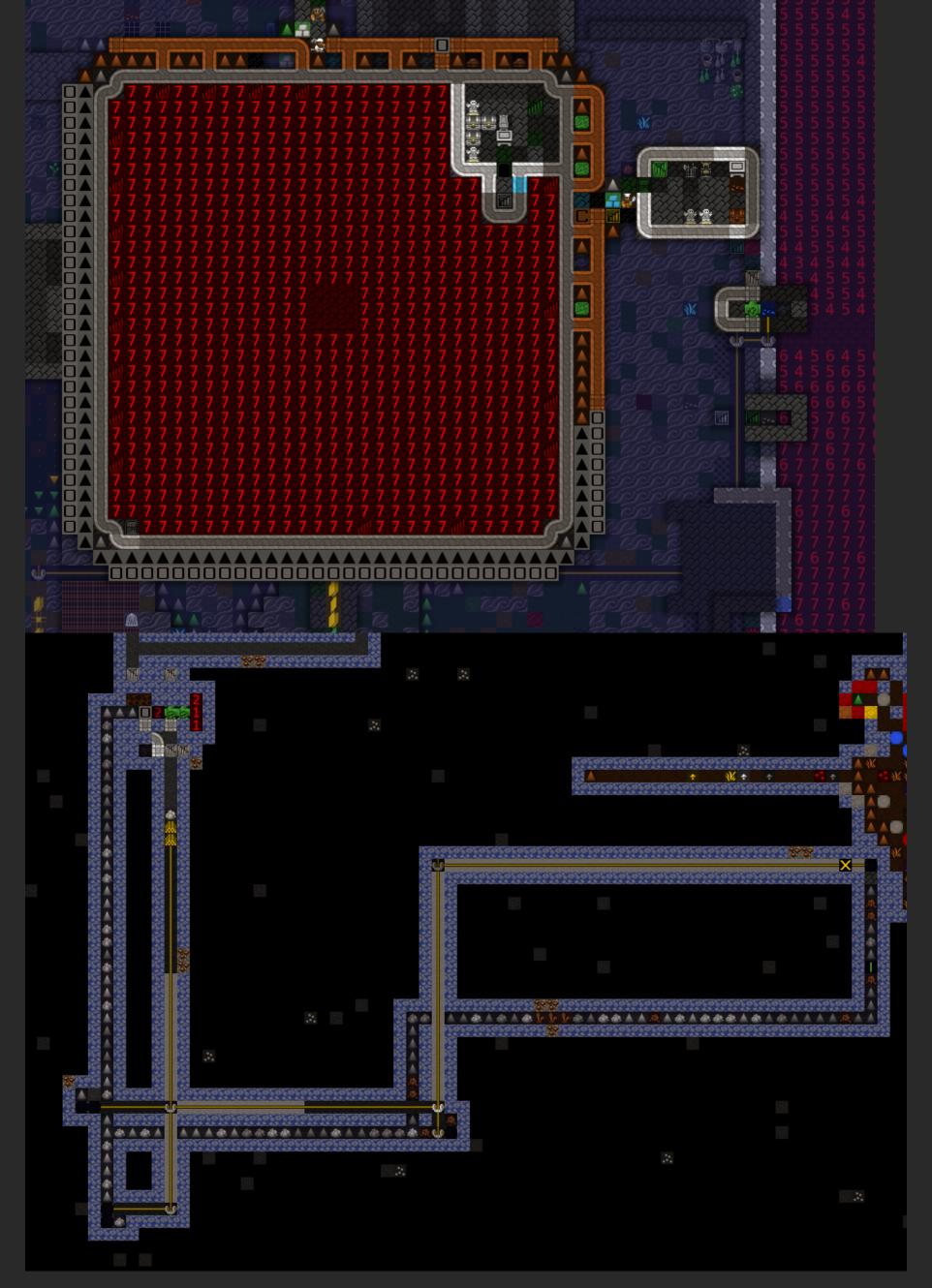
And if it does come back as an unholy abomination, we can drop the roof on it.

Imic was nearly torn apart by a foul monster.

```
The Honey Badger attacks The Stray war Dog but He jumps away!
The Stray war Dog misses The Honey Badger! In Honey Badger attacks The Stray war Dog but He jumps away!
The Stray war Dog scratches The Honey Badger in the tail, tearing the skin!
The Honey Badger misses The Stray war Dog!
The Stray war Dog scratches The Honey Badger in the head, tearing the fat and bruising the muscle!
The Honey Badger attacks The Stray war Dog but He jumps away!
The Stray war Dog scratches The Honey Badger in the right front paw, tearing the fat!
The Honey Badger attacks The Stray war Dog but He jumps away!
The Stray war Dog scratches The Honey Badger in the left front leg, denting the skin and bruising the muscle!
The Honey Badger misses The Stray war Dog!
The Stray war Dog misses The Honey Badger!
The Honey Badger misses The Honey Badger!
The Stray war Dog scratches The Honey Badger!
The Stray war Dog charges at The Honey Badger!
The Stray war Dog charges at The Honey Badger!
The Honey Badger stands up.
The Honey Badger stands up.
The Honey Badger stands up.
The Honey Badger falls over.
The Stray war Dog scratches The Honey Badger in the left front leg, tearing the fat and bruising the muscle!
The Stray war Dog scratches The Honey Badger in the head, tearing the fat and bruising the muscle!
The Stray war Dog scratches The Honey Badger in the head, tearing apart the fat and bruising the muscle!
The Stray war Dog scratches The Honey Badger in the head, tearing the muscle!
The Stray war Dog scratches The Honey Badger in the head, tearing the muscle!
The Stray war Dog scratches The Honey Badger in the head, tearing the muscle!
The Stray war Dog scratches The Honey Badger in the head, tearing the muscle!
The Stray war Dog scratches The Honey Badger in the head, tearing the muscle!
The Stray war Dog scratches The Honey Badger in the head, tearing the muscle!
The Stray war Dog scratches The Honey Badger in the head with her left hand and the injured part collapses into a lump of gore!
```

Were it really necessary to punch it's brain out, Imic?

Construction be progressin'.



And I decided to be improvin the well.



Yar, that be the adamantine bucket Vucar made. No dwarf in Murderflood should ever be complainin' of substandard bathing equipment again. Maybe they'll actually start paying attention to hygiene now- heh, who am I kidding? It'll be covered in bodily fluids in a day or two.

A dwarf took strange and made "Tendermurders the Matched gill." The next dwarf to break a leg be gettin' a damn fine splint on it, I'll tell ye that much.

Ittasusan Tadrubal, Tendermurders the Matched Gill, a fungiwood splint

This is a fungiwood splint. All craftsdwarfship is of the highest quality. It is encrusted with tapered baguette cut smoky quartzes, decorated with fungiwood, alpaca bone and alpaca wool and encircled with bands of fungiwood, reindeer bone, cushion dacite cabochons and single cut rock crystals. This object menaces with spikes of fungiwood and rhyolite.

Yar, this lot.



I was planning to close the gates, but the militia've been looking twitchy. It's been a while since they killed anything. Arright, ye lot, fine. Go on. Have yer fun. Try not to make a mess when ye come back in.



The large trolls run forward, ahead of their smaller, better armed companions. Those members of the militia that made it outside in time form up and match their charge, cutting down the front-runners effortlessly. The animalistic trolls panic upon seeing their companions fall so easily, and it near-instantly becomes a rout.



A moment later, battle be joined. One of the trolls shows unexpected courage: rather than facing the shame of inevitable defeat at the blades of her enemies, she dives into the Dike, choosing instead to burn with honour. I salute her: with this act she shows more bravery than all of the cowards in Murderflood combined.



The militia's momentum carries them through the goblin ranks. Blood, gore and body parts fly in all directions. Amid the chaos another troll catches alight, blanketing the area in smoke, while crossbow wielders from both races fire bolts into the melee seeming to be uncaring whether they hit friend or foe.

It be a vision of hell.



The smokle spreads, obscuring our vision. Silence falls, and the bolts stop. On the other side of the dike the crossbow goblins kept their weapons up, trying to make out the vague shapes moving about within the dark clouds, unsure what has become of their comrades. And then...



The militia burst out in a tight wedge formation, screaming like demons as they dodge and bat aside flying bolts with their shields. They reach the crossbow goblins in seconds, and the red mist rises again.

A moment later it be over. Not a single wound among the militia, and not a goblin or troll left ali- wait what?



She climbed out of the dike?

Holy crap. The militia can't catch the troll because she's on fire. She's has survived all of her comrades by weaponising burning to death.

The militia tries to compensate for their ineffectiveness with crossbows, which only serves to highlight their ineffectiveness.

```
The flying (=silver bolt=) strikes The Troll in the left lower arm, bruising the bone through the ((large troll fur robe))!

The flying (**silver bolt=*) strikes The Troll in the right upper arm, bruising the bone through the ((large troll fur robe))!

The Troll vonits.

The flying (=silver bolt=) strikes The Troll in the right hand, tearing the muscle and bruising the bone through the ((large cave spider silk right glove))!

A ligament has been torn and a tendon has been torn!

The flying (**silver bolt**) strikes The Troll in the right upper leg, bruising the muscle through the ((large troll fur robe))!

The Troll vonits.

The Troll vonits.

The flying (=crundle bone bolt=) strikes The Troll in the left horn, but the attack glances away!

The Iroll retches.

The flying (**silver bolt**) strikes The Troll in the lower body, bruising the muscle and bruising the guts through the ((large troll fur robe))!

The Troll retches.

The flying (=crundle bone bolt=) strikes The Troll in the left upper arm, bruising the muscle through the ((large troll fur robe))!

The Troll vonits.

The Troll vonits.

The Troll vonits.

The Troll looks even more sick!

The Iroll retches.

The Iroll retches.

The Flying (=crundle bone bolt=) strikes The Troll in the left lower arm, bruising the muscle through the ((large troll fur robe))!

The Troll retches.

The Flying (=crundle bone bolt=) strikes The Troll in the left lower arm, bruising the muscle through the ((large troll fur robe))!

The Troll retches.

The flying (=crundle bone bolt=) strikes The Troll in the lower body, bruising the muscle and bruising the spleen through the ((large troll fur robe))!
```

The bolts. They do nothing.

In the end, it took two days for the fire to finally be goin' out, during which time nobody could do anything more than pepper her with ineffectual bolts. At the end, the militia didn't even get the satisfaction of the kill: Mato bled to death from her burns.

The dwarves refuse to be engravin' a slab for her. They think me mad, but I know what I saw. If they won't engrave it for me, I shall have an unmarked slab erected at the site of her death in memorial.

A troll with a dwarven heart. Who would have thought such things be possible in this world?

The actions of Mato only serve to highlight the importance of my masterpiece. If a troll can face inevitable defeat honourably, the dwarves of Murderflood have no excuse.

I won't let them die a cowards death, cowards though they may be. Nothing can be left to chance: too much is at stake. I must do everything I can to ensure this fortress, and everyone in it, *burns*.

My improvements to the pumpstack be taking a while...



The humans arrive while we be hauling corpses to the dike en-masse and substantially increasing it's percentage of goblin and troll meat.



Welcome to Murderflood, hope ye like roast goblin.

The Forgotten Beast Oxut Simoespir has come! An enormous ceratopsid with lidless eyes. It has two long, spiral horns and it has a bloated body. Its eyes glow green. Beware its deadly blood!



And there be more good news: it be trapped between the tree's! That be a good thing: the scouts tell me the beasts veins are pronounced, as if tempting a blade to sever them. No doubt that be deliberate: it's blood is probably contaminated by some foul poison. The last thing we need is those scurvy-infested sods in the militia covering themselves in that stuff and then tramping it around the fort, as is their wont.

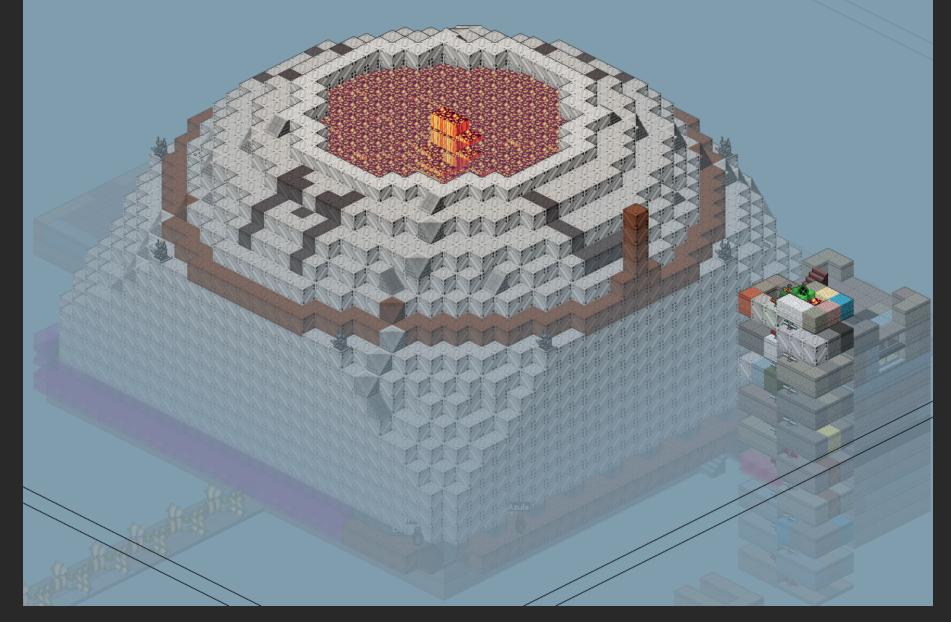
Eri spoke to the duchess. Not much of interest.

Months ago Mudi Bowedsteppes became lord of The Fellowship of Roses, replacing his mother Ersi Tongsbreeds.

Honestly, I think the diplomats just come here ta' pilfer our wine and get drunk.

The magma gathering pipes be active! It be working!





Of course, at the moment it comes online, the cistern be nearly full. Still, that be okay. I have... other reasons, fer wanting the sea-to-dike pumpstack ta' carry as much magma as possible.

Yar, my tale be shaping up ta' something magnificent. No dwarf of Murderflood will escape an honourable fate. I shall ensure it!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on September 09, 2016, 06:26:43 am

Better fix it so the towers flood as well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on September 09, 2016, 10:42:17 am

Quote from: Triaxx2 on September 09, 2016, 06:26:43 am

Better fix it so the towers flood as well.

Maybe that's why everyone keeps building towers. They knew this would come.

Also, replace all the magma-safe doors in the fort with non-magma-safe ones.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on September 09, 2016, 04:59:57 pm

Quote from: Triaxx2 on September 09, 2016, 06:26:43 am

Better fix it so the towers flood as well.

Unfortunately, the towers are a pain to flood. We'd need a massive network of aqueducts to get them all, or perhaps a new southern pumpstack. Take a look:



(Just ignore the smoke coming off the dome, that's nobody important)

I could probably get magma flowing through Vuohiparta and Ducks places, plus that tower labeled 'Another tower' (it has a bunch of kids bedrooms at the bottom, so I'm assuming it's the kiddy tower?), but the magma will cut off everyone's escape routes quickly enough, so I'm more inclined to just focus on dumping as much of it into the walls as quickly as possible.

Also, a few thoughts/questions:

* The Devices will dump magma onto the level of the fortress above the dike. In the event that there are somehow any survivors and we attempt to rebuild or reclaim, it wouldn't be nice to have the game'sFPS permanently ruined by eternal magma flow. So I'm thinking I need to deconstruct the fortifications and replace them with walls, so the interior of the fort can fill up to a stable level. What do you think?

(Edit) Scratch that, I put holes in the dike didn't I? It's going to get out no matter what.

* We can get migrants again if we run DFHacks fix/dead-units (Removes uninteresting dead units from the unit list. Doesn't seem to give any noticeable performance gain, but migrants normally stop if the unit list grows to around 3000 units, and this script reduces it back). This means more dwarves, but more dwarves means less fps. Y/N?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on September 09, 2016, 09:31:49 pm

 $Yes!\ I\ would\ have\ run\ that\ during\ my\ turn\ but\ I\ didn't\ know\ the\ command.\ If\ we\ don't\ we're\ going\ to\ die\ a\ slow\ death.$

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on September 10, 2016, 06:02:10 pm

OOC: It is done. Begone, ye crundles!

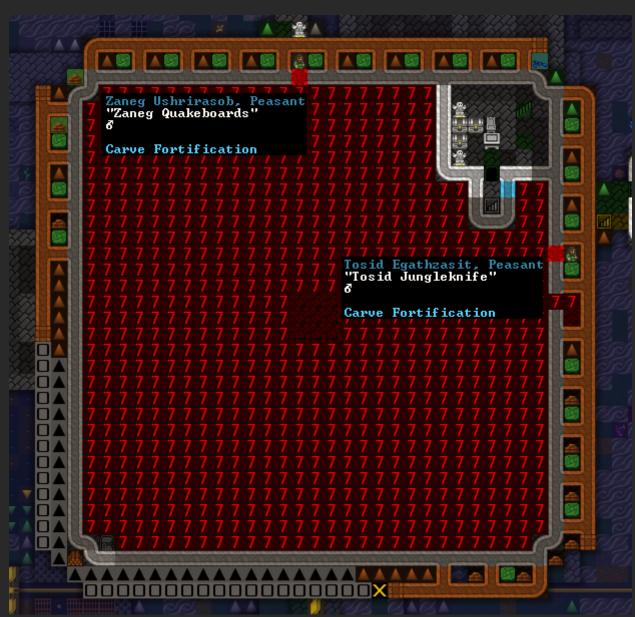
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Crundle
Crundl
```

Dammit, I knew this would happen. Triaxx be hurt.

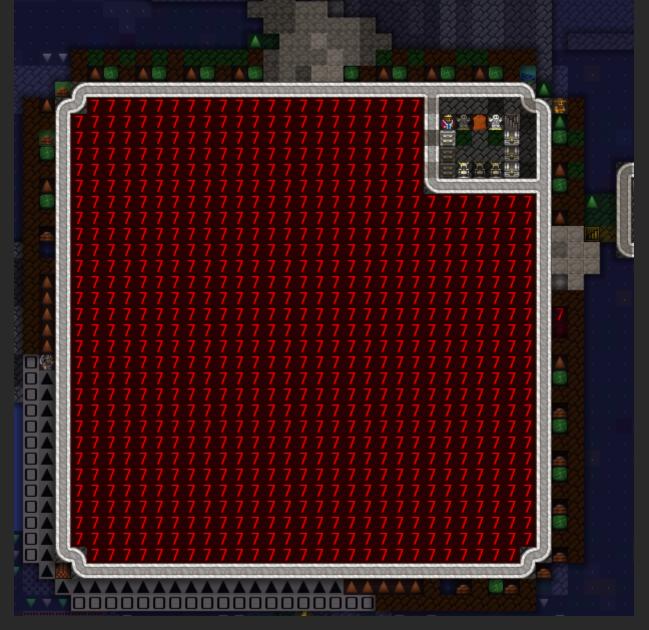
```
The Deadtrollslayer's right upper arm takes the full force of the impact and the part is smashed into the body, an unrecognizable mass! An artery has been opened by the attack! The Deadtrollslayer's left upper leg takes the full force of the impact, bruising the muscle through the (troll fur cloak)! The Deadtrollslayer's left ear takes the full force of the impact and the part splits in gore! The Deadtrollslayer gives in to pain. The Deadtrollslayer falls over.
```

Alright ye lot, no more jumping from the balconies, ye hear? It be dangerous, and if'n ye die from a stupid accident, how are ye going to burn?

Some of the portholes be linked up: enough to start piercing the dome.



It be perfectly safe so long as Tosid and Zaneg get out of there as quickly as possible. I've given them instructions to ensure...



... that exactly this doesn't be happenin'.

Tosid Egathzasit, Peasant has been found dead. →Zaneg Ushrirasob, Peasant has been found dead.

Yar, that could have gone better.

Still, the painful death of innocents be no reason to stop construction: if anything, it be a promising addition to me tale. The dome demands blood already, this be but a taste of what is to come. We'll try again in a moment.

OOC: I think I know what I did wrong: they tried to move diagonally out of the ditch. Next time, I'll make sure they move orthagonally.

Dammit, I told ye lot to stop jumping!



Zas was dead by the time we reached her, but we were in time to see Sazir match her stunt, with similar results.

```
The Construction Worker's upper body takes the full force of the impact, bruising the muscle, jamming the left false ribs through the liver and tearing apart the liver!

The Construction Worker's right upper leg takes the full force of the impact, bruising the muscle through the x=horse leather cloak=x!

The Construction Worker's right lower leg takes the full force of the impact, bruising the bone through the X(hoary marmot leather robe)X!

The Construction Worker gives in to pain.
```

Unlike Zas, with medical attention Sazir will live. For now, anyway.

Alright Shem, it be your turn. Don't ye be screwing this up.



[holds breath]



Yar! It worked! Ye be a lucky peasant, Shem.

Now all ye've got to do is do it again something like, 30 more times. Okay, I take back what I said about ye being a lucky peasant, Shem.

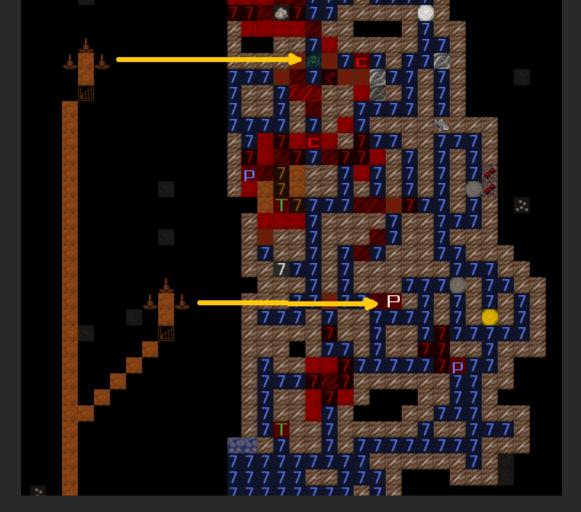
Oh, this... this not be good.



Zolak, our local flying deadly-dust spewin' beakless parrot forgotten beast, picked a fight with Cryptequals, the recursive corpse of Cryptequals, the undead corpse of a blind cave ogre. It went poorly for her.

Now she be dead, which wouldn't be so bad, except she died under the lake. I think we all know what that be meaning.

Yar, if'n we ever want to enter the 2nd caverns again, the beastie cannot be allowed to rise. Her corpse must be destroyed before that happens. We'll crush that armok damned ogre while we're there, too.



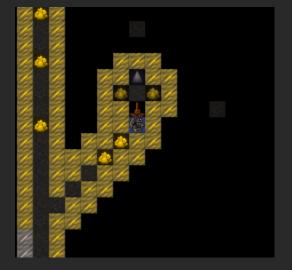
Let's just hope they don't move...

Yar, Zolak has risen.

Luckily, she hasn't *moved*. Neither has Cryptequals. Operation Squish still be a go.



"Why, hello there little cave fish. I am a terrible undead abomination, but do not fear, I shall not hurt you. Being a twisted creature animated by unholy magiks does not mean I am a bad person. Why, before my death, I helped those dwarves upstairs by clearing out the caverns."



"I am very fond of dwarves you see, little cave fish. I have never met one, but they are so small and fragile, how could they be anything but kind, gentle, loving crea-"

[CRAAAACCKKK-BOOOOMM]



Yar! Part 1 of operation squish be a success. Now fer part 2...

"Kill! Kill dwarves! Eat dwarves! Kill them all! Consume the flesh! Kiiiiilll-"

[KKKKKRAK-BOOOM]



Yahar! The caverns be ours again, minus a few crundle zombies that I be sure the militia can mop up.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: TheFlame52 on September 10, 2016, 07:21:18 pm

I'm glad you took a second turn. You're good at succession forts.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on September 10, 2016, 10:48:12 pm

Quote from: TheFlame52 on September 10, 2016, 07:21:18 pm

I'm glad you took a second turn. You're good at succession forts.

:D Thanks! It's good to know I'm doing right.

OOC: Huh. I didn't know dwarves could name their artifacts after themselves. Shem, the 12 year old I've got carving fortifications into the dome and barely escaping with his life, shows up like this:

Shem Zonthimshur, Peasant
"Shem Helmpartnered"
Creator of Shem Zonthimshur, &

(The artifact is useless, by the way. A honey badger bone crown, with an image of an equally useless bracelet on it, and it must have been a possession as he didn't even get any skills out of it)

Yar! A pump operator on a Store Item in Stockpile job was interrupted by a monster.

Bomrek Misrakust, Pump Operator cancels Store Item in Stockpile: Interrupted by crundle head.

It be an old story, practically a cliche. Everyone knows how it ends: the dwarf dies.

Of course, sometimes the trope be subverted...

Bomrek Misrakust has become a Axe Lord.

... and the dwarf shows some mettle.

Bomrek Misrakust, Axe Lord: I was attacked by the dead. I am not upset by this.

The crundle head misses The Axe Lord!

The Axe Lord slaps The crundle head in the left eye with the flat of her ≡steel battle axe≡ and the injured part is crushed!

The Axe Lord strikes The crundle head in the head with her ≡copper ⇒shield≡ and the injured part is crushed!

From the darkness on all sides, howls of unholy anger cry out. Bomrek is surrounded, and forced to fight for her life, desperately trying to hold out against the undead hordes until the militia can arrive.

```
The Axe Lord bites The crundle corpse in the left upper leg, tearing the muscle and bruising the bone!

The Axe Lord latches on firmly!

The crundle corpse misses The Axe Lord!

The Axe Lord punches The crundle corpse in the lower body with her left hand, bruising the muscle!

The crundle corpse misses The Axe Lord!

The crundle corpse is unable to break the grip of The Axe Lord's upper front teeth on The crundle corpse's left upper leg!

The crundle corpse strikes at The Axe Lord but the shot is blocked with the =copper shield=!

The Axe Lord hacks The crundle corpse in the right foot with her =steel battle axe= and the severed part sails off in an arc!

The crundle corpse misses The Axe Lord!

The crundle corpse misses The Axe Lord!

The crundle corpse misses The Axe Lord!

The Axe Lord punches The crundle corpse in the left hand with her left hand and the injured part collapses!

The crundle corpse misses The Axe Lord!

The Axe Lord hacks The crundle corpse in the upper body with her =steel battle axe= and the injured part is cloven asunder!

A tendon in the middle spine has been torn!
```

Fortunately for her, Bomrek is well trained, and though the beasts pile on, she stands her ground. She will not die a cowards death this day.



The militia arrive to back her up, and the group be charging into the caverns to return the favor.

```
the crundle corpse is fighting!
the Swordmaster Besmar Zefonemuth Omristedimshazak Usan is fighting!
the Axe Lord Bomrek Misrakust is fighting!
the crundle corpse is fighting!
the Badass Bookworm 'Haerdalas II' Nefekoddom Gisstirthir Avuz is fighting!
the pond grabber corpse is fighting!
the Mace Lord Onol Lolokcog is fighting!
```

```
Spoiler: Haerdalas was the only named dwarf involved... (click to show/hide)

The Badass Bookworm slashes The crundle corpse in the left upper leg with her (Wadamantine short swordw) and the severed part sails off in an acc! The Badass Bookworm stabs The crundle corpse in the left lower arm with her (Wadamantine short swordw) and the severed part sails off in an acc! The crundle corpse misses The Badass Bookworm!

The Badass Bookworm slashes The crundle corpse in the right upper arm with her (Wadamantine short swordw) and the severed part sails off in an arc! "Haerdalas II' Nefekoddom Gisstirthir Avuz, Badass Bookworm: I cannot just stand by. There is no need to feel vengeful.

The Badass Bookworm kicks The crundle corpse in the lower body with her right foot, bruising the muscle and bruising the right kidney!

The Badass Bookworm slashes The crundle corpse in the left upper arm with her (Wadamantine short swordw) and the severed part sails off in an arc! 'Haerdalas II' Nefekoddom Gisstirthir Avuz, Badass Bookworm: I was attacked by the dead. The horror consumes me!

The Badass Bookworm stands up.

The Badass Bookworm stands up.

The Badass Bookworm stands up.

The crundle corpse strikes at The Badass Bookworm but the shot is hlocked!

The Badass Bookworm slashes The crundle corpse in the left upper arm with her (Wadamantine short swordw) and the severed part sails off in an arc! The Badass Bookworm charges at The crundle corpse!

The Badass Bookworm slashes The crundle corpse in the left foot with her (Wadamantine short swordw) and the severed part sails off in an arc! The Badass Bookworm slashes The crundle corpse in the left foot with her (Wadamantine short swordw) and the severed part sails off in an arc! The Badass Bookworm slashes The crundle corpse in the left foot with her (Wadamantine short swordw) and the severed part sails off in an arc! The Badass Bookworm slashes The crundle corpse in the lower body with her (Wadamantine short swordw) and the severed part sails off in an arc! The Badass Bookworm sl
```

In the end, the only corpses left standing ("alive" be too strong a term) be the ones that wisely kept to the lakes.

```
Gitizens (88) Pets/Livestock (88) Others (24) Dead/Missing (155)

Giant Toad
Ostrich Hen
Ostrich Gock
Ostrich Cock
Ostrich Gock
Ostrich Hen
Ostrich Gock
Ostrich Hen
Ostrich Gock
Ostrich Hen
Ostrich Gock
Ostrich Hen
Ostrich Gock
Ostrich Hen
Ostrich Cock
Ostrich Hen
Ostrich Gock
Ostrich Hen
Ostrich Hen
Ostrich Gock
Ostrich Hen
Ostrich
```

Thanks to Zolak's actions (may she rest in pancake pieces peace), the training and equipment of the militia, and several tons of rock from the roof, there be only 9 undead left in the area: one in the lake on the surface, 4 in the first caverns lake, and 4 in the second caverns lake.

Meanwhile, Blitz Gamer punched a toad to death...

```
The Traveller punches The Giant Toad in the lower body with his right hand, bruising the muscle and bruising the stomach!

The Traveller kicks The Giant Toad in the left rear leg with his left foot, bruising the muscle!

The Traveller scratches The Giant Toad in the left front leg, tearing the fat and bruising the muscle!

The Traveller kicks The Giant Toad in the upper body with his left foot, bruising the muscle, jamming the right false ribs through the liver and tearing the liver!

The Traveller punches The Giant Toad in the head with his right hand, bruising the muscle, bruising the skull!

The Traveller punches The Giant Toad in the head with his left hand, bruising the muscle!

The Traveller punches The Giant Toad in the head with his left hand, bruising the muscle, fracturing the skull!

The Traveller punches The Giant Toad in the head with his left hand, bruising the muscle!

The Traveller punches The Giant Toad in the head with his left hand, bruising the muscle and fracturing the skull!

The Traveller punches The Giant Toad in the head with his right hand, bruising the muscle!

The Traveller punches The Giant Toad in the head with his left hand, bruising the muscle!

The Traveller punches The Giant Toad in the head with his left hand, bruising the muscle!

The Traveller punches The Giant Toad in the head with his left hand, bruising the muscle!

The Traveller punches The Giant Toad in the head with his left hand, bruising the muscle!

The Traveller punches The Giant Toad in the head with his left hand, bruising the muscle!
```

... and Urist McKiwi was attacked by a terrible beast.

```
'Urist McKiwi' Lertethiden, Knight of Cactus has been stung by a honey bee!
```

But though the caverns be clear, the crundle bits left behind be harder to put down than something what be really hard to put down. The militia stay on guard, but they can't respond immediately to every threat, and one of them grabs the good doctor.

```
The crundle neck bites The Doctor in the second toe, left foot, shattering the nail and bruising the skin through the x+alpaca wool trousers+x!

The crundle neck bites The Doctor in the head, bruising the muscle through the x*giant swan leather hood*x!

The Doctor has been knocked unconscious!

The Doctor falls over.

The Doctor regains consciousness.

The Doctor regains consciousness.

The Doctor stands up.

Sarvesh Atheldolil, Doctor: I cannot just stand by. I will take revenge!

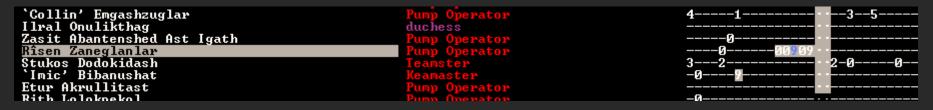
Sarvesh Atheldolil, Doctor: Gruesome wounds! Begone fear!

The Doctor is no longer stunned.
```

Physician, heal thyself! No? Yar, he be naught but a Surgeon anyway. Fine, who be the best at doctorin' in this fort apart from Sarvesh?

Huh. Really? It be... slightly worrying I didn't know that.

Wait, that can't be right. What about Risen? He be the chief medical dwarf.

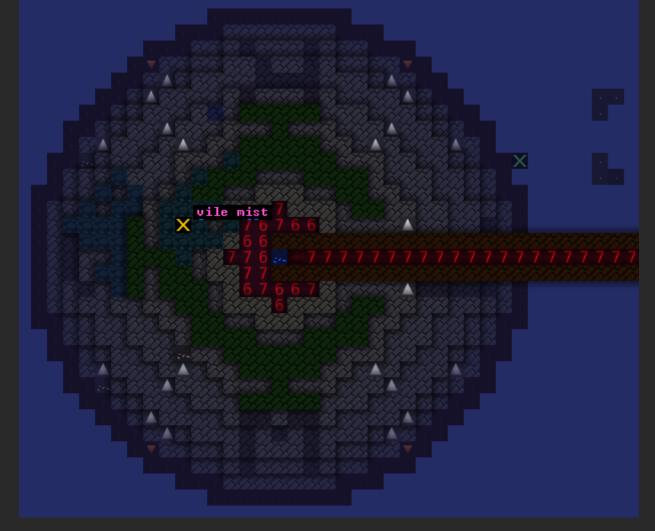


A bone doctor? Ye be telling me we've been getting our fortress-wide diagnoses from a goddamn bone doctor? What's 'e gonna do, rub aloe vera on yer temples and then hack off both yer legs? No wonder so many of the dwarves in this fortress be amputees.

Yar, screw that. I be taking over and revoking Risens doctoring licence.

```
a duchy
                                    Edzul Ellestolin, mayor
mayor
champion
                                   Bomrek Monommatul, Head Execut[REQUIRE][DEMAND][MANDATE]
'Sarrak' Stinthadnol Rinulosdi[REQUIRE][DEMAND][MANDATE]
captain of the guard
                                                  Stinthadnol Rinulosdi[REQUIRE][DEMAND][MANDATE]
militia commander
hammerer
                                   'Quasar' Bekargoden, Pirateaut[REQUIRE][DEMAND][MANDATE]
Edzul Ellestolin, mayor [REQUIRE][DEMAND][MANDATE]
'Haerdalas II' Nefekoddom Giss[REQUIRE][DEMAND][MANDATE]orm
'De' Dastotteskom Lumnumistrat[REQUIRE][DEMAND][MANDATE]
Tosid Athelcudist Ralmeb Arkot[REQUIRE][DEMAND][MANDATE]
chief medical dwarf
broker
bookkeeper
militia captain
militia captain
militia captain
                                   Ablel Ozkaklitast, Teamster [REQUIRE][DEMAND][MANDATE]
'Urist McKiwi' Lertethiden, Kn[REQUIRE][DEMAND][MANDATE]
Ushat Idenkib, militia captain[REQUIRE][DEMAND][MANDATE]
militia captain
militia captain
militia captain
```

Yar, the vile mist once again jealously caresses me great dome.



An omen, it be. One day, perhaps soon, the mist will rise up from the lake ta' consume us all. But thanks to me' tireless actions, it shall not have it's foul way with the cowards of Murderflood. My great tale will draw to a close before that can happen. We will die by our own will, and not by the will o' evil that exists within the lake.

Autumn has arrived on the calender.

I be thinking.

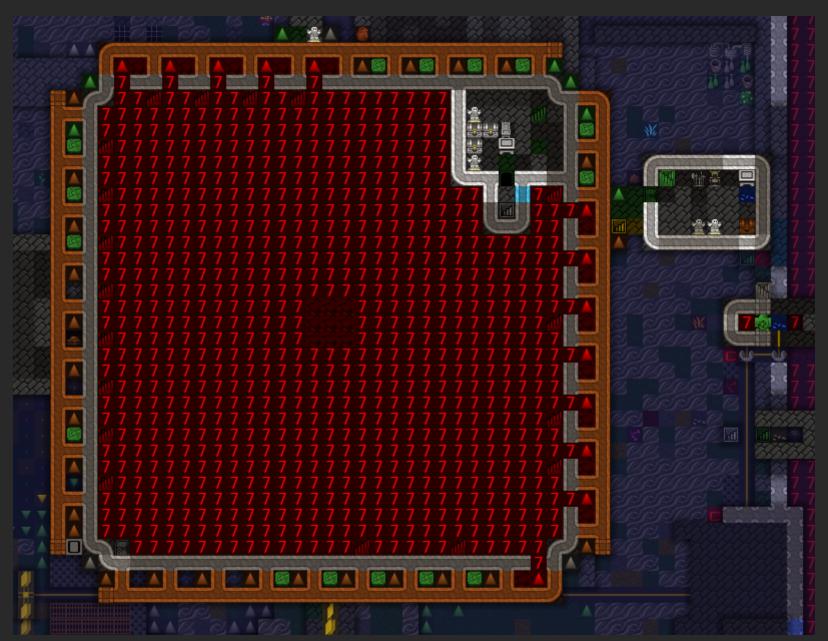
The structure of the pumpstack and me devices be such that they would continue pumping magma to the surface indefinitely, for as long as the wind blows and the magma sea lasts. While it be true the tale of Murderflood dooming the entire world to slowly drown in magma would be a grand tale ta' tell ye children, it be a problem because nobody would be having children, on account of drowning in magma. I would be authoring the greatest dwarven tale ever, at the cost of killing everyone who might tell it.

It be a catch 22. How can ye live eternally in tales if'n ye end the world?

No, such idea's not be acceptable. The tale of Murderflood be one of awe-inspiring courage and determination, not one of tragic foolishness and apocalyptic consequences. We must endeavor to contain the magma within Murderflood itself. I have ordered the construction of walls around the outside of the dike. This task will likely take up the remainder of the year, but it be necessary before the lever can be pulled.



The portholes be progressing slowly but surely, though some still await bridges or linkage to the lever. Shem has done a good job staying alive, and a lot of them are now active.



The dwarven caravan arrives just as a rare rain begins to raise steam over the dike.



OOC: Rain doesn't actually have any effect on magma, but it coats objects with a water covering. If those objects are underwater, it will steam instantly, causing this phenomena.

The outpost shares his news. As usual, the world is the same as ever. Edzul, the mayor this year and every year (by popular vote), orders steel bars. We have little need for other things.

It occurs to me that, after the lever is pulled, there will be nothing left of Murderflood but an enormous sink of magma. We should at least grant the world some of our great works before we leave it. In addition to the usual totems and crafts, I order all our weapon and armour bins taken to the trade depot. We shall keep the very best for ourselves, of course, but anything less than exception can be sent out into the world.

Every dwarf of Murderflood springs into action. If only they were so eager the rest of the year.



Yet another one arrives in the third caverns.

```
→The Forgotten Beast Smomper Omsoseslul has come! A gigantic blob composed of salt. It has wings and it has a bloated body. Beware its poisonous vapors!
```

At this point, I can't bring myself to care. It can stay in the caverns. If it makes trouble, we shall end it, as we always do.

Oh come on!

→The Forgotten Beast Baru has come! A towering scaly slug. It has thin wings of stretched skin and it has a gaunt appearance. Its teal scales are small and close—set. Beware its fire!

We be busy! Come again tomorrow!

OOC: Not only is this like the billionth fucking forgotten beast this year, it's one we've *seen before*! This is the same arsehole that incinerated Shipcat and his mother in the failed timeline.

Alright, well... fine. I suppose if ye be making yerself useful, ye be welcome to stay for a bit.

```
The Forgotten Beast pushes The cave crocodile corpse in the upper body, bruising the muscle and bruising the gizzard!

The cave crocodile corpse is caught in a cloud of flames!

The Forgotten Beast misses The cave crocodile corpse!

The cave crocodile corpse is caught in a cloud of flames!

The cave crocodile corpse pushes The Forgotten Beast in the body, but the attack glances away!

The cave crocodile corpse is caught in a cloud of flames!

→The Forgotten Beast pushes The cave crocodile corpse in the head and the injured part collapses!
```

Thanks to the towering scaly flamethrower slug, there now be only 4 undead left in the area. The same number as forgotten beasts!



It be working!

Some migrants have arrived.

Yar, fresh blood for the Murderdome! Blood that be hearing of the grand spires of Murderflood, that be hearing the tales of our courage. Blood that knows what the great dome *represents*: dwarven integrity. Dwarven *honour*. And fiery death, of course.

Our new dwarves be including an accomplished **Carpenter** (a skill we were sorely lacking), a novice **Glassmaker**, an accomplished **Potter** (and general craftsdwarf with skill in all the crafting labours), and three **Traders**. I guess they can be hauling or something, I don't care.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on September 11, 2016, 10:51:37 am

More has happened in your two turns than in the last ten, mine included. Is raising the dike going to be the new building towers?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Blitzgamer on September 11, 2016, 01:56:48 pm

Ay, it be time to practice me wrestlin' oh look, a toad. c'mere beastie, I be needin' a sparrin partner!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Vuohijumala on September 11, 2016, 04:04:41 pm

What? We're getting migrants now!? Hooray! Now Murderflood can finally get a Murderqueen someday.

Also, that troll.. I've never seen anything climb out of magma alive either. It must have been quite a sight to look at for our bearded fellows..

What I've also never seen before is having dwarves name artifacts after themselves. In my other turn, I made a remark on an earlier made artifact had an image of a just made artifact in it, which was of course weird. I guess weird things happen in DF, just hoping it's not a symptom for something that would eventually cause a catastrophic meltdown for the save..

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 11, 2016, 11:07:55 pm

If we send every child who made a useless artefact on a magma-diggin adventure like Shen, surely the quality of artefacts will increase over time.

"Mom, look, i made an artefact!

- -It is... oh by Armok, Urist, you made a bone earring, oh no!
- -Isn't... isn't it pretty, mommy?
- -Oh, Urist, remember that mommy loved you always!"

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on September 12, 2016, 12:12:25 am

Quote from: Taupe on September 11, 2016, 11:07:55 pm

If we send every child who made a useless artefact on a magma-diggin adventure like Shen, surely the quality of artefacts will increase over time.

"Mom, look, i made an artefact!

- -It is... oh by Armok, Urist, you made a bone earring, oh no!
- -Isn't... isn't it pretty, mommy?
- -Oh, Urist, remember that mommy loved you always!"

Hee. This comment is even funnier when you know that in the next update...

Spoiler (click to show/hide)

... Shipcat's 3 year old brother Zulban makes a wood ring.

Quote

More has happened in your two turns than in the last ten, mine included. Is raising the dike going to be the new building towers?

Actually, truth be told, almost all of what I've done these last two turns has relied on the work of previous overseers. The building materials were already there: I ended up using pretty much all of the silver, copper and rock blocks (I'm having to make new ones for the dike outer wall).

In addition, the Militia have been given plenty of time to train by the previous overseers, so I felt comfortable stopping their training to help with construction. They're still on call and plenty tough enough to take on the horror of zombie crundles.

And of course, the trap corridor was a former overseers doing as well. I really just made use of what was there.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on September 12, 2016, 03:27:09 am

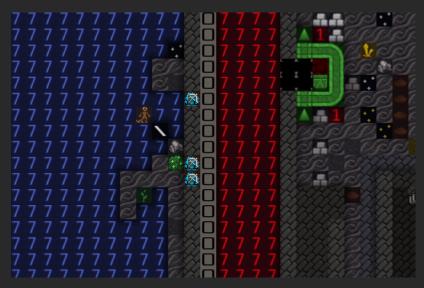
Yar!

Construction on the walls has hit a snag. The strange, monstrous skeleton that swims the lake has lain dormant for as long as I've been overseer, but now that we be working on it's side of the dike it be taking notice of us. More than a few workers be beating a hasty retreat after noticing it's skull watching them, or the movement of an bony hand or foot.

Imush Regber, Trader cancels Construct Building: Interrupted by gila monster man skeleton.

The dwarves suspended the construction of Floor.

There be but one thing for it. We need to see what effect crossbow bolts be having on the skellybeastie. Marksdwarves! To arms!



"Dammit, can't hit it. It's moved in too close to the walls."

"What? Can't ye be leanin' over ta' shoot it?"

"Are you kidding me? No way."

"Aw, c'mon. Ye can do it! Aye believe in ye!"

"Look, if you want to stick your head out and be pulled over the wall and devoured, I'll give you my crossbow. But we are falling back."

"Argh! Cowards! The lot of ye!"



"Hey, commander. It's vanished."

"What?"



"Aw shit, it's in the pipes! Game over, man! GAME OVER!"

"Oh relax ye sod-sucker. The pipes be sealed. It can't get out."

"What about the wells? Have you checked."

"... it probably can't get out."

Eh, I'm sure it'll be fine. From experience, the undead don't move around much. We'll leave the beastie in the pipes fer now: at least 'e won't startle any workers down there.

In the meantime, I be taking me responsibilities as Chief Medical Dwarf seriously, unlike our previous chief. I did a full examination of the fortress' health. The results be... less than pretty.

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Ushat Idnkb, mlt cptn
'Trxx I' Dstksn, Ddtr
'Trxx I' Dstksn, Ddtr
'Hrdls I' Nfkddm Gsst
Bmrk Mnnmtl, Hd Exctn
Kivish Lokmsbr, Plntr
'Bltz Gmr' Nsgklrbm,
'Uuhprt' Mlblds, Frmr (-
Sbrk Mssdts Arthdb Gk
Dumt Uthrshm, Ttnslyr
Shrst Shntrst, Frnc O
'Clln' Emgshzglr, Pmp
Ilrl Onlkthg, dchss o
Mebzuth Domasvsh, Msn
Urist Idtost, Glssmkr
Edzul Ellestolin, myr
Rkst Erlnm, Frnc Oprt
Shlel Ozkkltst, Tmstr
Zst Abntnshd Ast Igth
Risn Znglnlr, Dlcncd
'Pyrtchn' Azmlln, Mtl
Stukos Dodkdsh, Tmstr
'Inic' Bibnsht, Kmstr
'Moir' Gktvz, Wdcrftr
Led Kadolmnk, Bn Crvr
Etr Akrlltst, Pmp Opr
Rth Llknkl, Pmp Oprtr
Onol Lolokcg, Wdcrftr
'D' Dstttskm Lmnmstrt
Sks Ggnshrst Ltmsdth
Sarvesh Athldll, Dctr
Thob Nunursoln, Engnr
```

Triaxx II, Blitz Gamer, Ablel, Pyrotechno, Imic, Rith and Sarvesh... it seems every dwarf who was injured and cleaned with water from the lake has contracted a nasty infection.

At first I feared a curse, that whatever foul magic causes the vile mist to rise from those waters also taints it and renders it unsafe. That would be a major problem, since we be *drinking* that stuff. Well, the others be. I be drinking from Gwolfsky's personal wells these days.

Regardless, I was relieved to find a more mundane explanation.



Muddy water. We've been drinking and cleaning with muddy water fer years. Seriously. *Hygeine*. Do any of ye fools know what that means?

I take some comfort in knowing that my great dome will one day wash Murderflood clean of the tiny, disgusting, illness-spreading creatures that live in the pools of filth spread across this fortress. And also the germs.

I be having an idea to clean the wells without risk of drowning or flooding the fort, so I'll be getting somebody on that straight a-

... what on earth be all that shouting?

Well... that was weird. By the time I arrived it all be over. I pieced matters together after the fact.

I be told the skeleton ambushed two passing workers, swimming out of the pipe and climbing the bank and wall in quick succession. Cresting the edge of the dike, it leapt at the nearest dwarf with an unholy howl, punching and biting. But when Sarvesh fought back, it tried to dodge away from his strike and...

```
The Doctor punches The gila monster man skeleton in the right lower arm with his right hand, bruising the scale!

The Doctor bites The gila monster man skeleton in the right foot, tearing
the scale!
The Doctor latches on firmly!
The Doctor punches The gila monster man skeleton in the right foot with his left hand, bruising the scale!
The gila monster man skeleton latches on firmly!

The gila monster man skeleton releases the grip of The gila monster man skeleton's teeth from The Doctor's left lower leg.

The gila monster man skeleton breaks the grip of The Doctor's upper front teeth from The gila monster man skeleton's right foot!

The Doctor attacks The gila monster man skeleton but He jumps away!
                                                                                                  4
                                                               7
                                                               О
```

OOC: The combat report says it bit and punched, but watching it happen made it look more like it just jumped straight over the wall into the dike. One second it was climbing the wall, next it was over the top and in the magma.

Being a skeleton it didn't catch alight, but being immersed in lava prevented it from moving. The three nearest dwarves exchanged glances and, perhaps remembering a certain troll, knelt down and started pummelling the creature's exposed bone to keep it from getting out.

```
The gila monster man skeleton is caught in a pool of lava!
The Delicenced Doctor punches The gila monster man skeleton in the upper body from behind with her left hand, bruising the scale!
The gila monster man skeleton is caught in a pool of lava!
The Trader punches The gila monster man skeleton in the head from behind with his left hand, bruising the scale!
The gila monster man skeleton is caught in a pool of lava!
The Doctor punches The gila monster man skeleton in the left upper arm from behind with his left hand, bruising the scale!
The gila monster man skeleton is caught in a pool of lava!
The Delicenced Doctor punches The gila monster man skeleton in the left lower leg from behind with her right hand, bruising the scale!
The gila monster man skeleton is caught in a pool of lava!
The Doctor punches The gila monster man skeleton in the left foot from behind with his left hand, bruising the scale!
The gila monster man skeleton is caught in a pool of lava!
The Trader scratches The gila monster man skeleton in the upper body from behind, tearing the scale!
The gila monster man skeleton is caught in a pool of lava!
The Delicenced Doctor punches The gila monster man skeleton in the lower body from behind with her left hand, bruising the scale!
The gila monster man skeleton is caught in a pool of lava!
The Doctor punches The gila monster man skeleton in the head from behind with his left hand and the injured part collapses!
```

Before long it's skull sank from view beneath the magma, where it no doubt melted.

Okay, back to me wells.



The plan be to carve out a section of roof and drop it through the well. It will crash into the level beneath the water, where we've dug out small holes for the water to flow into.



The mud will all sink to the lower level, allowing the well to skim clean water from the top. With luck, that will be all that's- why be that toddler running towards me?

"Usurper! Usurper!"

"Ye mean "Overseer", little one. Here, aren't ye Zulban? Shipcats brother what took strange a few weeks ago? How old are ye?"

"I'm three and a half, Mr Overseer! Look what I made!

This is a acacia ring. All craftsdwarfship is of the highest quality. It is encrusted with rectangular granite cabochons and encircled with bands of single cut smoky quartzes. This object is adorned with hanging rings of tower-cap and copper and menaces with spikes of acacia, reindeer bone and cave spider silk. On the item is an image of five-pointed stars in tower-cap. On the item is an image of garden cress in copper.

On the item is an image of Firelances the Shore of Confederations the adamantine short sword in yellow spessartine.

"Yar, it be a mighty fine ring ye've got there. Do ye know what we be calling artifact rings back in the mountainhome?"

"No, Mr Overseer."

"We call them *useless!* They don't do anything and ye can't even sell the damn things. And now ye've made an artifact, that be it fer ye! Ye'll never make anything better in yer short, miserable life than this useless trash, and when ye die horribly, probably soon, ye're last thoughts will be "By Armok, if only I'd made something better than a god! damn! ring!"

"Waaaah!" [runs away]

"Yar, I don't know, kids these days. Can't even take a little constructive criticism. What be the world comin' to?"

[KRAKK-BOOM]



Damn it, ye idiots were supposed to drop the roof *through* the well, not *on* it. Oh well, as least everything's still there. We can rebuild it, we have the technology.

Wait, Ablel's injured? That's weird, he didn't hit anything when... oh, that's right, Ablel was already injured previously. Nevermind then.

It looks like it worked. The water still be evil, but at least now it be *clean*.

OOC: I do not recommend this method, it was just something I wanted to try to see if it worked. The only reason it did is because I got lucky and none of the well's components were knocked into the well itself.



Again with dropping the roof on the well? Ye lot be doing this on purpose, aren't ye?

The walls be progressing nicely. We've built a bridge in the back to speed their construction.



I be a little nervous about compromising our defenses like that, but with so many of our number working beyond the dike our defenses already be compromised. In the event of an attack, we must hope there be enough militiamen working on the walls at the time to hold it off until help arrives. Haste and dwarven mettle be a better defense right now than the dike.

I asked Imic if the war training he had famously applied to Kea's would also be applicable to falcons. He said he couldn't promise anything, but would give it a shot.

```
'Imic' Bibanushat, Keamaster
Etur Akrullitast. Pumn Onerator

Train Stray Giant Peregrine Falcon (Tame) for War
```

Yar, what be that thumping noise? It be driving me crazy.



Oh, ye want to come in, do ye beastie? Look, I be grateful to ye for cleaning out the upper caverns, but if'n ye keep making that noise I'm gonna- ah screw it.



Alright ye lot. Remember what this big guy did to those cave crocodiles. Be fast and kill it before it can flame, ye hear?

Ready? Unlock the door!



[POP] "YAAAARRR!"

```
The flying (=bugbat bone bolt=) strikes The Forgotten Beast in the right wing, tearing it?

The flying ((«+copper bolt+»)) strikes The Forgotten Beast in the right wing, tearing it?

The Forgotten Beast misses The Keamaster?

The Forgotten Beast attacks The Axedwarf but She jumps away?

The Axedwarf punches The Forgotten Beast in the right wing with her right hand, but the attack glances away?

The Forgotten Beast breathes fire?

The Deadtrollslayer bashes The Forgotten Beast in the left wing with his *silver war hammer*, bruising it?

The Progotten Beast misses The Deadtrollslayer?

The Axedwarf punches The Forgotten Beast in the right wing with her right hand, but the attack glances away?

The Forgotten Beast misses The Forgotten Beast in the left wing with his *silver war hammer*, bruising it?

The Deadtrollslayer bashes The Forgotten Beast in the left wing with her *steel battle axe*, tearing it?

The Axedwarf hacks The Forgotten Beast in the left wing with her *steel battle axe*, tearing it?

The Axedwarf hacks The Forgotten Beast in the right wing with his *silver war hammer*, bruising it?

The Deadtrollslayer bashes The Forgotten Beast in the right wing with his *silver war hammer*, bruising it?

The Forgotten Beast misses The Deadtrollslayer?

The flying (=bugbat bone bolt=) strikes The Forgotten Beast in the right wing, tearing it?

The Recewarf kicks The Forgotten Beast in the body with her right foot, bruising the muscle and bruising the brain?
```

The slug breathed fire once, but Triaxx II dove to the side, his infection not slowing him down one bit. The beastie didn't get a chance to breathe again: admist the melee of stabbing, screaming dwarves, a flying kick from Solon damaged something internal, and it shuddered and collapsed.

Goodbye Baru, we hardly knew ye.

Hmm... idea. If we know where the beastie stands to knock on the door, why not be installing some extendy spike traps? Yar, I be brilliant! We should probably do the same thing on the lower level, too.

Hey, Flame III! Go and make us some menacing steel spikes. How many? I don't care. Just keep making them until I tell ye to stop, got it?

One of the new migrants brought me breakfast.



Not that I'm complaining or anything, but it not be necessary. Ye don't have to appease *me* just because I be a power-mad usurper with a death wish for the entire fort. I be a dwarf, just like ye. The only difference between us is that I be having ultimate authority and am

wielding it like a tyrannical dictator to get what I want.

OOC: This is so weird. My dwarf is not injured and he's not caged, so why are people bringing him food? I've never seen this before.

Smomper (Pffff-hahaha! What idiot named this Beastie "smomper"?) be hunting crundles in the third caverns. The crundles, for their part, have all climbed a tree.



All except for one, who got trapped in a crevice. This be an excellent chance to gauge the creature's combat prowess. To be honest, I'm not too worried about it: it be made of salt, afterall. The *crundles* could probably beat it if they actually fought back. I mean jeez, what's the worst a blob of salt could do? Heh, I suppose it might sting if ye had any open wou-



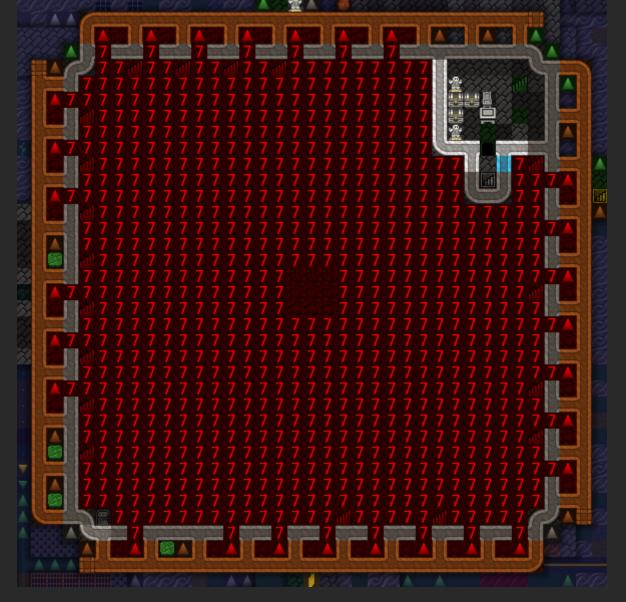
... oh. Rapid shutdown of all organs in the body, huh? Welp, I guess we're not going into the 3rd caverns fer a while.

The walls be nearing completion.



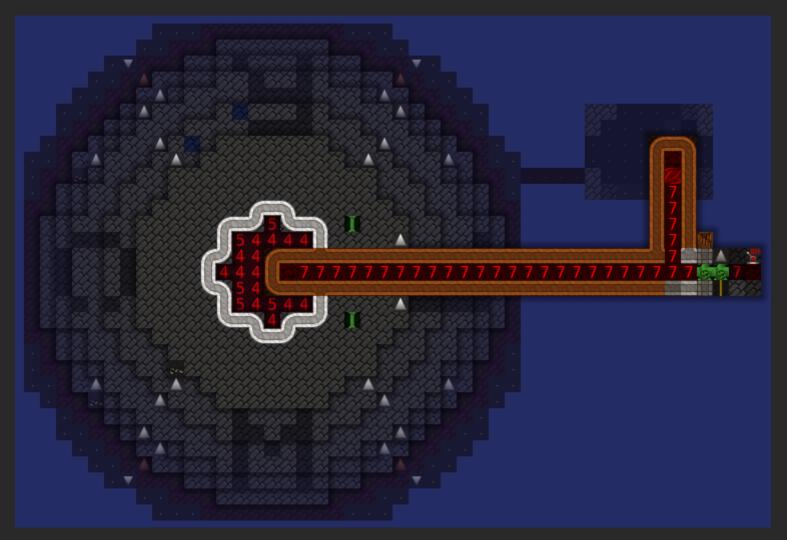
Only a few more blocks to place, and I can consider the world safe from Murderflood's End.

They not be the only construction coming to a long awaited conclusion.



Most of the portholes are active: only a few still await linkage. In theory, the portholes should provide an outflow roughly equivilent to that of the Moonscythe.

There be another construction that also be coming to a conclusion: the Magma Spigot Pressure Nozzle.



Vuohiparta noted somewhat nervously that it outputs directly over his tower. I encouraged him to relax, and assured him the outflow is perfectly safe until the Murderflood lever is pulled, at which point it will spray his tower with pressurised magma.

I felt sure he would be relieved to learn he will burn with honour alongside the rest of us, but for some reason, this didn't seem to relax him. In fact oddly enough he seemed even *less* relaxed when we replaced the obsidian hatch cover on the top of his tower with floor bars to allow better access for the magma flood.

Could Vuohiparta be one of the traitors? It be getting harder and harder to pick them. Can any dwarf in Murderflood be trusted to ensure my grand tale goes according to plan?

I can't afford to make a mistake. I can't afford to be giving the power of overseership to a *coward*. Any one of they could be undoing all me great work, in the name of spineless self-preservation! My great tale would never come to be!

But... dammit... I can't hold onto power forever! The dwarves will revolt eventually, it only be a matter of time! That be how the story goes. Already it be happening, already I hear whispers of discontent when I pass them in the halls. They call me usurper. They call me mad! Me! Mad! I be the only sane one here!

Nay. There... there be only one thing for it, be there not? *Only one solution.*

I will step down at the end of the year. I will let them name whatever cowardly fool they think should be their next overseer. And then...

Yar.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on September 12, 2016, 09:46:32 pm

OOC:

1. There are some large underground areas, apparently the result of massive mining operations that would significantly increase the amount of time it would take to fill the entire fortress with magma. I can block these with magma-proof doors, or leave them open: it really depends on how thorough we want to be and how long we're willing to wait for the entire place to flood and our FPS to come back.

Inversely, the water reactor rooms are blocked by obsidian doors and will never flood. Should I deconstruct these?

2. Smomper is at the door to cavern 3 and I have no way to kill it. Any dwarf sent out there will almost certainly die (there is a chance of survival: we know the vapors kill crundles, but we don't yet know if they're enough to kill a dwarf. They probably are though), but it's made of salt so I think they should be able to take the beast out before they collapse.

Here are the effects of the vapors, as observed in crundles: numbness rapidly followed by unconsciousness. Shortly after losing consiousness, all body parts are highlighted in yellow on the wounds page. No blood or description of these wounds appears, so I assume it's paralysis. They remain in this state until death, presumably by suffocation, which doesn't take very long.

Do I have any volunteers?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on September 13, 2016, 02:30:31 pm

ot by. Illaxx2 on September 13, 2010, 02.30.31 pii

RAARGH! *waves axe*

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on September 13, 2016, 05:35:13 pm

t by. Ququasar on September 13, 2010, 05:35:13 pir

Quote from: Triaxx2 on September 13, 2016, 02:30:31 pm

RAARGH! *waves axe*

.... that's not an axe. That's a war hammer.

[awkward pause]

The game went and crashed on me so I'm going to have to replay a month or so. The following is therefore non-canon, but I thought it was worth sharing:

I thought it would be romantic for Triaxx II and Haerdalas, our resident battle couple, to fight Smomper together. Instead, it went from romantic to tragic in 3.7 seconds when, *somehow*, only Haedalas was exposed to the vapours.

And then it went to black comedy when Triaxx fucked off to get a drink, leaving Haerdalas to suffocate alone in the darkness. Cold, dude.

And then back to tragic when Taupe arrived and carried Haerdalas to the surface. You could actually see her slowly dying by how fast she was flashing red, going from slow to fast, to really fast... she held on just long enough to reach the surface and see the sun again before her eyes closed for good.

And then to guilt when I realised there's a hatch directly above Smomper apparently designed for pitting things into the caverns. I could have just been throwing dogs at it.

Which is exactly what I'm going to do this time around.

But since you didn't get to test your mettle against Smomper, Triaxx, as an apology, let the records show I'm giving you a battle axe to wave around. You're now officially an axe/ hammer duel-wielder.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Haerdalas on September 13, 2016, 09:45:10 pm

...did I at least kill the damn thing before dying? I dont mind a heroic death, but I would like to think I would at least go out with style!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: QuQuasar on September 13, 2016, 11:12:58 pm

Quote from: Haerdalas on September 13, 2016, 09:45:10 pm

...did I at least kill the damn thing before dying? I dont mind a heroic death, but I would like to think I would at least go out with style!

Oh, you utterly curbstomped it. Hacked off both wings and kicked it into dust, even after being fatally poisoned.

But luckily for the Badass Bookworm's long term prospects of survival, when I replay that month your place as Martyr of Murderflood, Slayer of Smomper and Champion of the 3rd Cavern Layer will instead be taken by Duke Pugglesworth the War Corgi.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: QuQuasar on September 14, 2016, 03:15:20 am

The external walls be complete, and the rear bridge is set to be deconstructed. That will be the last great work of my term: I will endeavour to spend the rest of my time linking up the last of the mechanisms, cleaning and organising the fortress and generally getting Murderflood's affairs in order. It does not do to be slovenly, even in one's final hours. Nay, *especially* in one's final hours. A dwarf should be productive to the very end, and the same holds true for a fortress.

I found a paired set of empty engraved rooms in one of the middle levels, below the tombs. They look like they were designed as noble quarters, but never used. Truly fine work by our legendary engravers. Well there be an obvious course of action here...



... and it be to order our ridiculous surplus of coffins and slabs transferred to them. That should help organize things a little better upstairs.

While Smomper (heheh) be otherwise occupied gassing crundles...



... some dwarves have snuck into the 3rd caverns on my orders to fell nether caps. Normally we would have little use for the stuff, but I realised that if the right axles and gear assemblies be switched out for magma proof materials, the dome's pumpstack will be able to run a little longer before their power is cut by the magma. Every little bit helps!

Yar, these bilge rats again.

```
A vile force of darkness has arrived!

Press Enter to close window
```



"Goblins? Crap. Should I raise the bridge or get the militia, overseer?"

"Neither! Ye should be letting them in."

"What?"

"Think about it. Do ye really want ta' be trekking all the way out there and back again ta' dump goblin corpses? If we let them in, they can haul themselves halfway to the dumping tower for us."

"That seems... incredibly reckless."

"Yar, it be a fine line between reckless and genius. I'm not surprised ye cannot tell the difference. Let the militia keep working for now, it'll take the goblins some time to form up and organize a charge."

After some time, the goblins started moving towards the trade depot.



They find an innocent there, and be drawing the first blood of the battle.

The Stray Hoary Marmot (Tame) has been found dead.

Sorry, beastie. Ye will be avenged!

The four frontrunners walk headlong into our weapon traps. Three are knocked unconscious with varying injuries, while one just barely dodges through and begins to nervously cross the bridge.

Alright, *now* the militia can stop work.

The battle itself ends up being a fairly straightforward affair: it only takes the first 5 members of the militia to arrive to wipe out the entire invading army. Aban, Imic the Keamaster, Solon, Dumat the Titanslayer, and the other Aban will go down in history as "those dwarves what beat up a bunch of goblins". Their terrible bloodlust be unable to be held back, and so they end up traversing the length of the entrance in one mighty charge, slaughtering everything in their path.



Excellent. The only casualties be Fath, a craftsdwarf who was hit with a stray crossbow bolt, Imic, who suffered a few bruises from a goblin mace, and Shem, who... jumped off the dome?

```
The Peasant's right lower leg takes the full force of the impact, bruising the bone through the +alpaca wool trousers+!

The Peasant's right upper arm takes the full force of the impact and the part is smashed into the body, an unrecognizable mass!

An artery has been opened by the attack!

The Peasant gives in to pain.

The Peasant falls over.
```

What the hell, Shem? Well, I guess I'll need to find a new Dome Piercer for the time being. Who else be young and useless? Oi, ye there! Yeah, ye! What be yer name, young one? Zuglarkul? An' ye be shipcats brother, ye say?

Ye're perfect.



OOC: Shipcats parents have had birthed more than 10% of the fort's population. I think they're trying to take over by out-breeding the rest of us.





Go, little zombie! Avenge yer own cowardly death!



... what.

Well screw ye too, ye crundead bastard..

Both crundle corpse and forgotten beast are making a beeline for the entrance. Woodcutters, get back inside. We'll have to lock the door, but *not yet*. If we can just get those spikes linked up before they get here.

Dammit, no! The crundle be already at the gate. Haerdalas took care of matters...

```
The Badass Bookworm kicks The crundle corpse in the left hand with her right foot and the injured part collapses? The crundle corpse misses The Badass Bookworm? The crundle corpse misses The Badass Bookworm? The Badass Bookworm slashes The crundle corpse in the upper body with her Madamantine short sword*, tearing apart the muscle? The crundle corpse misses The Badass Bookworm? The Badass Bookworm scratches The crundle corpse in the lower body, tearing the muscle and shattering the lower spine's bone and bruising the nervous tissue? The Badass Bookworm? The Badass Bookworm stabs The crundle corpse in the upper body with her Madamantine short sword*, tearing apart the muscle and tearing apart the right lung? The Wadamantine short sword* has lodged firmly in the wound? The Badass Bookworm pulls on the embedded Madamantine short sword*. The Badass Bookworm slashes The crundle corpse in the right lower leg with her Madamantine short sword* and the severed part sails off in an arc? The Crundle corpse misses The Badass Bookworm? The Badass Bookworm slashes The crundle corpse in the upper body with her Madamantine short sword*, tearing apart the muscle? Haerdalas II' Nefekoddom Gisstirthir Avuz, Badass Bookworm: I was attacked by the dead. I am not upset by this. The crundle corpse misses The Badass Bookworm? The Badass Bookworm punches The crundle corpse in the second finger, right hand with her right hand, tearing apart the scale? The Crundle corpse misses The Badass Bookworm? The Badass Bookworm slashes The crundle corpse in the lower body with her Madamantine short sword* and it is mostly cut away from the rest of the torso? The Badass Bookworm slashes The crundle corpse in the lower body with her Madamantine short sword* and it is mostly cut away from the rest of the torso? The Badass Bookworm slashes The Crundle corpse in the lower body with her Madamantine short sword* and it is mostly cut away from the rest of the torso?
```

... but it interrupted the mechanic tasked with hooking up the spikes. And now the beasties corpse be wedged in the door! This be bad! This be real bad! It be gonna get in aaaaaa- oh, ye've got the corpse out? Thank ye random corpse hauler! Oh god it be coming! Lock the door!



Okay, what've we got. A different mechanic managed to get one of the spike traps hooked up. Unfortunately...



... he hooked up the *middle* spikes, and the beastie be standing on the *left* spikes. So now Smomper be bashing ineffectually at the door, and we be having no way to kill him without exposing ourselves to his deadly vapours. Dammit, the noise is going ta' drive me nuts.

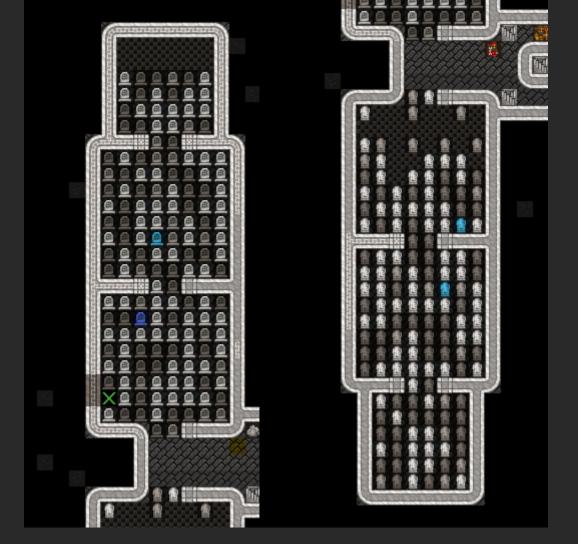
Triaxx II has taken up the noble art of duel wielding. I suspect he be having an inferiority complex, since his wife be a far better fighter than he.

```
'Triaxx II' Dustikasen, Deadtrollslayer
"'Triaxx II' Boargravel"

horse hair thread, Sewn into Right shoulder
(brass flask), X(giant echidna leather tunic)x

=steel greaves=, Lower body
(«-mule leather backpack-»), Upper body
**adamantine battle axe*, Strapped to Upper body
**silver war hammer*, Strapped to Upper body
spatter of 'Triaxx II' Boargravel's dwarf blood (rig
```

Armok be damned, how many of these things do we have?



I mean, I'm all for being prepared to die, but do we really need to be outnumbered 3-to-1 by our own coffins?

Okay, screw the salt beastie, I'm not having it locking us out of our own damn caverns. I've discovered a hatch that should allow us to throw dogs at it.





Go forth, little dickless doggie of doom! Go forth and lay waste to the enemies of dwarvenkind!



Kill it! Tear yon beastie to shreds! It be yer destiny!!!

```
The Forgotten Beast pushes The Stray war Dog in the left rear leg, bruising the muscle!

The Stray war Dog attacks The Forgotten Beast but It jumps away!
The Forgotten Beast attacks The Stray war Dog but He jumps away!
The Stray war Dog is caught in a burst of Smomper Umbralmenaces's forgotten beast extract!
The Forgotten Beast pushes The Stray war Dog in the left front leg, but there is no force!
The Stray war Dog misses The Forgotten Beast!
The Forgotten Beast pushes The Stray war Dog in the right front paw, bruising the fat!
The Stray war Dog is no longer stunned.
The Stray war Dog scratches The Forgotten Beast in the right wing, breaking away a piece of the tissue!
The Porgotten Beast misses The Stray war Dog!
The Stray war Dog bites The Forgotten Beast in the right wing, breaking away a piece of the tissue!
The Stray war Dog latches on firmly!
The Forgotten Beast breaks the grip of The Stray war Dog's teeth on The Forgotten Beast's right wing.
The Stray war Dog falls over.
The Stray war Dog is caught in a burst of Smomper Umbralmenaces's forgotten beast extract!
The Forgotten Beast pushes The Stray war Dog in the head and the injured part collapses!
An artery has been opened by the attack!
The Stray war Dog is propelled away by the force of the blow!
The Stray war Dog is propelled away by the force of the blow!
The Stray war Dog slams into an obstacle!
```

... or not. Alright, whose got the next do- no. Wait a second.

It be standing on the linked trap.



Eeeeeheeheeheehee. Oh this is going to be beautiful. One pull to retract the spikes....

[SHING]

... and then....



BWAHAHAHAHA! Take that, ye scumbag! We'll die by our own hand, ye hear! Dwarvenkind will never succumb to the like of ye!

And now we be beset by human streakers aparently.

I mean, really. Put some clothes on, nobody wants ta' see that.

OOC: Her hair is extremely long. She is corpulent. Her broad short ears are very flattened. Her teeth a tangled. She has high cheekbones. Her head is somewhat narrow. Her hair is white. Her skin is pale brown. Her eyes are taupe. NOW WE WILL KNOW WHY WE FEAR THE NIGHT.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **September 14, 2016, 05:29:15 am**

What? Why should we be afraid if she has tiny dwarves for eyes?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: QuQuasar on September 14, 2016, 06:08:28 am

Quote from: Triaxx2 on September 14, 2016, 05:29:15 am

What? Why should we be afraid if she has tiny dwarves for eyes?

Tiny dwarves are *always* a reason to fear.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **September 14, 2016, 03:27:00 pm**

Quote from: QuQuasar on September 14, 2016, 06:08:28 am
Quote from: Triaxx2 on September 14, 2016, 05:29:15 am

What? Why should we be afraid if she has tiny dwarves for eyes?

Tiny dwarves are always a reason to fear

"Her eyes are Taupe"

My true nature is revealed at last!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **QuQuasar** on **September 16, 2016, 07:52:21 pm**

Yar. Winter be wearing on, and I be nearing the end of my term.

I had plans of organising the stockpiles of Murderflood before the end, and we even started sorting them, but I suspect such a task be beyond me. It truly astonishes me that Haerdalas can be making anything of that mess. Her record keeping skill is surpassed only by her crundle murdering capabilities. If any dwarf here be *truly* deserving of the honourable death I will generously bequeath to us all, it be her.



So instead of organisation, I've been focusing on a series of small tweaks to the fortress' architecture. The magma should of course be allowed to reach every corner of the fort eventually, so that there be nowhere a cowardly rat could hide, but it should also be concentrated first in the most populated corridors so that it may overtake and consume those pathetic fools who would be fleeing it's wrath.

To this end, the larger mining works have been blocked off with magma-proof doors, and pressure-tunnels have been added. Only when the rest of the fort be full will the pressure from the screw pumps force magma into them.



Shem still be injured, so Zuglar finished off the portholes. I like Zuglar. I'm glad he didn't burn to death prematurely. A hard worker like him should be allowed to burn to death with the rest of his family.



Now when the lever be pulled, magma will flow down the sides of my dome like a great waterfall in addition to flowing out from the center. It be be a grand sight to see, as befitting the *last* sight we will see.



Speaking of Shem, since I be the only doctor here with any skill in diagnosis, I've had the others practicing their diagnosing skills on the kid. I'll let them be stopping when they can all identify this as a "busted shoulder" and they stop suggesting we amputate the lungs or perform a liver transplant.

```
46:
         Status
                                                                            History
                                                     Treatment
8th Moonstone, 216: Evaluated
                                                   'CrAzY UriST' Amnekstinthad, Engravr
11th Moonstone, 216: Compound fractur
                                                - Ablel Ozkaklitast, Teamster
11th Moonstone, 216: Evaluated
                                                   'Quasar' Bekargoden, Pirateauthor
12th Moonstone, 216: Cleaned with ostrich soap
                                                   Ushat Idenkib, militia captain
13th Moonstone, 216: Received cow hair
                                                   'Quasar' Bekargoden, Pirateauthor
14th Moonstone, 216: Had right upper arm set
- 'CrAzY UriST' Amnekstinthad, Engrave
14th Moonstone, 216: Received cave spider silk dressing on right shoulder
- Kosoth Ushatathel, Trader
15th Moonstone, 216: Received rope reed fiber dressing on right upper arm
- Rîsen Zaneglanlar, Delicenced Doctor
14th Moonstone, 216: Had right upper arm
16th Moonstone, 216: Placed in traction in Traction Bench
- `CrAzY UriST' Amnekstinthad, Engrave
16th Moonstone, 216: Received willow splint on right upper arm
- `CrAzY UriST' Amnekstinthad, Engravr
23rd Moonstone, 216: Evaluated
                                                - èrith Kogantad, Planter
23rd Moonstone, 216: Evaluated
                                                - èrith Kogantad, Planter
24th Moonstone, 216: Evaluated
                                                - èrith Kogantad, Planter
25th Moonstone, 216: Evaluated
                                                - èrith Kogantad, Planter
26th Moonstone, 216: Evaluated
                                                - èrith Kogantad, Planter
26th Moonstone, 216: Evaluated
8293: Scrol1
                                         ESC: Done
                                                             And so on.
                                                             There are 24 pages of this. Occasionally the doctor doing the evaluations changes.
                                            0
                                            0
                                           Shem Zonthimshur, Peasant
"Shem Helmpartnered"
Creator of Shem Zonthimshur, &
                                           Rest
                         A 88
                                     `Quasar' Bekargoden, Pirateauthor
                                         Chief Medical Dwarf,
                                         Diagnose Patient
```

OOC: What is this, what even is this.

We'll all be grand master diagnosers in no time, which be good, because no time is exactly what all of us be having. The end of the month grows near, and my determination holds strong.

I be tellin' the militia to go back to training. I'll not be having our noble warriors die hauling furniture. They should at least be able to return to their chosen profession before the end.

I've also given weapon and armour to a few untrained dwarves, including myself, who I felt should be able to defend themselves should they be attacked between now and the end of the month.

```
SQUADS/LEADERS
                                             SQUAD POSITIONS
                                                                                                           POSITION UNIFORM
Asmoth's Amazons
The Snarling Knives
The Cobalt Charms
The Eternal Boulders
Order of Cactus
The Empty Quivers
Civilian Reserves
                                                    'Tp' Fbnl, Flds Sprvsr,
'Quasar' Bekrgdn, Prtthr
'Pyrtchn' Azmlln, Mtlsmt
'Flm I' Astshrtd, Wpnsmt
'Azula' Cerolasml, Clthr
'Moira' Gikutvz, Wdcrftr
                                                                                                           metal mail shirt
metal breastplate
leather cloak
metal helm
                                                                                                           leather hood
                                                                                                          metal greaves
metal gauntlet
metal low boot
metal shield
                                                    AVAILABLE
AVAILABLE
AVAILABLE
                                              9. AVAILABLE
10. AVAILABLE
                                                                                                            indiv choice, melee
                                                                                                                                            Ammunition
 p: Positions a: Alerts e: Equip n: Uniforms u: Supplies
                                                                                                                                      s: Schedule
 ESC: Done
                                              234689: Move selector
```

The Forgotten Beast Tise Thafathaive Theyisethebi has come! An enormous noseless buffalo. It has thin wings of stretched skin and it undulates rhythmically. Its purple taupe hair is long and wavy. Beware its webs!

Luckily, it be approaching from the first cavern layer, which means...



Actually, no. Wait! Wait up!

... I wanna pull the lever.



The Emenacing steel spike strikes The Forgotten Beast in the left front leg, chipping the bone!
A tendon has been torn!
The Emenacing steel spike strikes The Forgotten Beast in the left rear leg, chipping the bone!
A tendon has been torn!
The Emenacing steel spike strikes The Forgotten Beast in the left front leg, chipping the bone!
A tendon has been torn!
The *menacing steel spike strikes The Forgotten Beast in the upper body, tearing the muscle!
The *menacing steel spike strikes The Forgotten Beast in the head, tearing the muscle, chipping the skull and tearing the brain!

A tendon in the skull has been torn!

OOC: I love artifact doors, I really do.

Ye know what?! That creature made me realize: we not yet be done here! How can it be honourable to burn while the caverns still be infested with beasties?! That be little better than succumbing to an invasion!



Nay, I don't care if they be trapped! Woodcutters, get yer axes! Militia, to arms! We be cleaning the caverns fer good!



The Forgotten Beast strikes at The Titanslayer but the shot is blocked!
The Titanslayer stabs The Forgotten Beast in the left tail with her
Osresh Luzat, breaking away a piece of the tissue!
The Forgotten Beast misses The Titanslayer!
The Titanslayer bites The Forgotten Beast in the body, breaking away a
piece of the tissue!
The Titanslayer latches on firmly!
→The Traveller strikes The Forgotten Beast in the body with the pommel of
his ≡adamantine short sword≡, breaking away a piece of the tissue!

Kill goes to Blitz Gamer.

One down, one ta' go!

```
The Forgotten Beast Oxut Simoespir has come! An enormous ceratopsid with lidless eyes. It has two long, spiral horns and it has a bloated body. Its eyes glow green. Beware its deadly blood!
```

Now I don't know what this beasties blood does, so be careful ye hear? Don't get it on ye, and fer the love of Armok don't be tramping it into the fortress.

Ready?

No, ye not be ready, the woodcutters left without you. Run!



Two dwarves, 'De' the Militia Captain and Stukos the Teamster, make it there just in time to engage the beast as the Blood Thorn falls. The rest of the militia be well behind them: this is entirely their fight.



Luckily, the beast is no match for SYNCHRONIZED DOUBLE DWARF BITE ATTACK.

```
The Teamster hacks The Forgotten Beast in the right rear leg with her 

*{*steel battle axe*}, tearing the muscle!

The Forgotten Beast misses The militia captain!

The militia captain bites The Forgotten Beast in the right front foot!

A tendon has been torn!

The militia captain latches on firmly!

The Teamster bites The Forgotten Beast in the left rear leg, tearing the scale and bruising the muscle!

The Teamster latches on firmly!

The Forgotten Beast breaks the grip of The militia captain's upper front teeth on The Forgotten Beast's right front foot.

The Forgotten Beast breaks the grip of The Teamster's upper front teeth on The Forgotten Beast's left rear leg.
```

OOC: *all* of the internet points for anyone who draws a picture of this moment.

... and also a lot of repetitive stabbing and slashing. Eventually it dies, and the kill goes to Stukos.



I have the area designated as 'restricted' and the bloodthorn logs and corpse forbidden. Nobody should have reason to go there.

Careful examination of De and Stukos reveals a minor miracle: no blood on their skin or clothes. De got some on his shield, and Stukos some on her axe. No telling what *that* would do when swung at an enemy.

```
FPS: 98 (20) {*steel battle axe*}

Weight: 6\(\text{F}\)

Uses and Contents:

coating of Oxut Echoedmazes's forgotten beast blood
```

Sadly, we will likely never find out. There be but one more week in my term.

Yar.

I admit to nervousness. I don't want to die. But I not be nearly as cowardly as these scumbags. I do want to ascend into the tales of history, born aloft by a wave of fire.

The fools won't let me take the overseer position again. They'll put their own cowardly schemer into the position, an' they'll undo all my great work. Nay. This be the only way ta' ensure my grand tale be seeing it's conclusion. This be the only way ta' ensure Murderflood burns by it's own hand rather than facing the shame of defeat.

We have conquered the beasts. Held off the goblins. Deanimated the undead.

Murderflood will never be greater than it is these moments, so it be fitting that *these moments* should be the ones to be encased in magma, that we may ascend to live eternally in stories and lore. Spring will see the dawn of a new age: an age where "Murderflood" no longer refers to a flesh and blood fortress, but to an *idea*.

Murderflood will fall, and rise again from the flames.

MURDERFLOOD WILL LIVE ETERNAL.

Poor Erith claimed a metalsmith's forge and now hurries about, gathering materials.



But he is too late. His grand artifact will never be. It is now the evening of the last day of the year. The twilight moments of Murderflood.



My great dome stands above the fortress, shining in the full moons light.



Beneath it, the scheming cowards have retreated to the dining hall, to hold the new years party. They make merry. Drink. Eat. Pelt Zuglarkun IV with leftovers. And plot to replace me. To undo all my grand work. To ensure my great tale never be told.

It doesn't matter. They don't know. They can't know. Not until the hourglass runs out. Not until the bell tolls midnight. Not until...

→Spring has arrived!

... my story...



... reaches...



... it's climax.



YAR!

OOC: Okay! That's my two turns done. Save has been converted to ascii, and is being uploaded to dffd.

YAR! SAVE BE HERE! (http://dffd.bay12games.com/file.php? id=12447)

Notes for the next overseer:

'Quasar' Bekargoden, Pirateauthor
"'Quasar' Dipropes"
Chief Medical Dwarf, &
Pull the Lever

1. OHGODOHSHITOHFUCK STOPME STOPME STOPME STOPME STOP ME BEFORE I KILL US AAAAAALL!!!!!

2. Eeeh, point 1 pretty much covers it.

3. Oh, there is a glass door on level 131 you can forbid to improve FPS. I'd have done it myself, but our current possessee is still in there.

Notes for everyone else:

Download the save and check it out! The Murderflood has been made $\frac{\text{worse}}{\text{worse}}$ BETTER. So much $\frac{\text{worse}}{\text{worse}}$ BETTER.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on September 16, 2016, 11:33:07 pm

I am so proud of you.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on September 17, 2016, 10:19:25 am

Possibly the best Murderflood turn to date.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Haerdalas on September 17, 2016, 07:35:00 pm

Leaving your successor with a dwarf literally mid-task to doom the fortress? My hat is off to you, good sir.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Taupe on September 18, 2016, 10:03:20 pm

Alright, that means Ghills is next!

whip lash

C'mon, dont make me use that PM function thing from my phone!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on September 20, 2016, 10:25:13 pm

By the way, I'd like to recommend a project to future overseers of Murderflood: deconstruct the fortifications, build proper walls, and raise the level of the dike. Doubling the amount of magma on the surface can only be a good thing. (Just be careful with the two spots in the northwest and southeast where the magma is allowed into the fort. Wall them off too to prevent a magma overflow).

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Ghills** on **September 22, 2016, 10:55:46 am**

OK, I'll get the save after work. QuQuasar, do you still have the same with the tileset? I'm just going to install a tileset anyway, so if you have the same with one installed that would save effort.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on September 22, 2016, 04:50:12 pm

Quote from: Ghills on September 22, 2016, 10:55:46 am

OK, I'll get the save after work. QuQuasar, do you still have the same with the tileset? I'm just going to install a tileset anyway, so if you have the same with one installed that would save effort.

No sorry, I reverted the save to ASCII. I've never had success passing around saves with tilesets still installed: it's always seemed easier for each player to install their preferred tileset and revert to ascii at the end of their term.

Good luck! May all your magma floods be good ones.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: QuQuasar on September 29, 2016, 04:46:11 pm

Hello the fort! How fares the great Murderflood?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **September 29, 2016, 05:08:07 pm**

I am sad to witness an utter lack of murders, or floods, of any sort.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on September 29, 2016, 06:31:23 pm

Well... If no one else wants it, I'd be willing to give it another go round.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on September 29, 2016, 10:20:29 pm

It's been a week till Ghills took over the save. If he doesnt magically appear within 24 hours, then the turn is yours.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: QuQuasar on October 02, 2016, 06:16:41 pm

Quote from: Taupe on September 29, 2016, 10:20:29 pm

It's been a week till Ghills took over the save. If he doesnt magically appear within 24 hours, then the turn is yours.

I guess that means you're up, Triaxx2. Good luck!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 03, 2016, 02:46:32 am

Have save, will start playing shortly.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Ghills** on **October 03, 2016, 10:51:53 am**

Guys, I'm really sorry. My health sort of imploded this past week. The good news is, only 20% chance of cancer! Bad news: 20% chance of cancer. Ef all this noise forever and ever. Further appointments and stuff are scheduled but I have no idea when I'll be up to more than managing my health because for all its benefits modern medicine is not really helping right now.

/rant

deep breath

So, I'm really sorry about dropping off the face of the earth like that. I have no idea if/when I'll be playing.

ETA: Also, sorry about ranting. I can stay cool so long as I don't talk about it, but once I start the urge to scream gets overwhelming.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **October 05, 2016, 06:54:34 am**

Really sorry to hear that. Hope it's good news.

My first act as Overseer, this time at least, is to trip and break a lever. The bloody handle snapped straight off. Probably shouldn't drink Taupe's special recipe anymore.

I'm not really sure where we should go next. We're set up with everything we could need. Food? Check. Drinks? Check. Giant ball of lava? Check. Incorrectly constructed towers? Check. And by that I mean towers that will be safe from the Lava. Some dwarves just don't understand engineering.

Seems we've switched to windpower. Presumably this means we've become elves? As soon as we wake up, someone begins a mysterious construction. Umm... yay? Look, I haven't had good luck with artifact making dwarves. I mean, I made an artifact. Most dwarves tell me I should be proud of it, but it's a useless decoration. Might as well be scrap metal.

Oh well. I'm still annoyed about my ear. Should probably wear my helmet to bed, so Haerdalas doesn't chew off the other one.

Ah, well, that's not really a good sign. That dwarf? The one making the artifact? Yeah, it's called Mederar, The Abated Leader, and it's an Adamantine Sarcophagus.

It's totally mine. I've ordered the old one removed so I can put this one in instead. Just gotta arrange my death so no one else can take it from me. I also rearranged the tomb assignments so my lovely wife can be buried beside me. Next room over anyway. She hogs the bed. Not sure I want to spend eternity cramped up inside my own coffin.

Rather interestingly, now that we have a giant magma dome over our heads, the world seems to run a bit faster. It's quite interesting.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on October 05, 2016, 06:07:40 pm

Quote from: Triaxx2 on October 05, 2016, 06:54:34 am

My first act as Overseer, this time at least, is to trip and break a lever. The bloody handle snapped straight off. Probably shouldn't drink Taupe's special recipe anymore.

Ooc: Whoa whoa please tell me you didnt deconstruct the murderlever just to stop my dwarf. We can't actually reconnect most of those traps now that they're full of lava.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 05, 2016, 06:21:49 pm

No, I just removed the task and forbid it. :D

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: QuQuasar on October 05, 2016, 09:32:43 pm

Oh thank goodness we're still doomed to a horrible burning death. I was worried for a moment there! :D

Ouote

My first act as Overseer, this time at least, is to trip and break a lever. The bloody handle snapped straight off.

That lever is an artifact. It is thus a priceless, near-invulnerable masterwork that can withstand being attacked by building destroyers like trolls, forgotten beasts and dragons. Aaaaand you tripped and broke it.

That's a heck of a critical fail right there. Good work, thumbs up, 10/10.

Quote

I'm not really sure where we should go next. We're set up with everything we could need.

Raise the dike! Raise the dike! Raise the dike!

Oh, I might as well ask you to fix a flaw with the Murder Flood. The connection between water reactors and sea-to-dike pump stack will allow magma to be pumped upwards from the farms into the pumproom, which will melt gear assemblies at the top and bottom of the stack. If you disconnect them and floor over the hole, that'll keep the magma out.

Finally, I was about to do an in-character moment of my dwarf finding the lever broken, but then I realised I didn't have much more than a string of pirate-profanity culminating in him accidentally hitting himself in the face with the broken lever handle and falling down the stairs. Probably best to let everyone imagine that scene rather than ruining it by describing it in detail.

PS: my dwarf is currently restricted to a burrow. Recommend you delete it.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on October 06, 2016, 07:12:06 am

I'll turn it off, but there's no reason to delete it entirely. Might be useful to confine him to quarters.

That's not a flaw, it's a feature! Also, can't raise the dike, or the fortress will flood before we're ready, as the magma comes into the fortifications we've setup.

Seriously, what happened to the FPS? Last time I had a save, it was maxing out at 12, now I'm getting 29 at times.

Ugh, we have elves again. Didn't we spray for these things? It seems to be only one diplomat though.

Hmm... we've had someone's sleep disturbed by a teamster corpse in the caverns. What?

Ah, there's the caravan. More things to 'acquire'. Once again, we've agreed not to chop down trees, and the elves have made that same stupid joke. I want an elf skin hat. Whether the elf in question is finished using it or not.

There we are, a whole bunch of new things to use. And the elves are irritated. Can this day get any better? No, no it can't.

Why do we keep finding dead people in the cavern? Ah, there's a corpse at the bottom of the central staircase. I've sent the entire military after it. Hopefully that's enough. Yup, that seems to have done it. Mace to the head seemed to work just fine.

Ah ha! More minions have arrived! Er... migrants, yes, that's the word. A rather high number of traders, though we did get a Talented Bowyer in the mix. Have to fix assignments shortly.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 06, 2016, 07:51:45 pm

I've assigned several of our new arrivals to the Eternal Boulders, including one especially spry dwarf who shows great promise to die quickly by racing ahead of the pack and getting smashed. Ah well.

I've ordered some glass windows made. The tower is nice, but it's bloody dark inside. Only green glass, but that should be sufficient to let some light in. Just have to work out where to put them. I think up in the dining room. That seems a good place to set it up.

Crazy Urist has been taken by a Fey Mood. Great, another awful artifact. Er... glorious creation. He's taken hold of a crafts dwarf workshop. Which isn't that much of an issue honestly. I'm not sure why he's bothered, but hey, there you go.

There we are, a much, much brighter dining experience. Time for a break.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'
Post by: Triaxx2 on October 07, 2016, 02:57:14 pm

I must admit. I'm hoping we see some beseigers. I've been doing my best to antagonize the elves, but they seem uninterested in taking the bait. Pity we're not in a forest, or I'd have them banging on the gates in a few weeks.

Well, that's bloody annoying. We've just lost our new bowyer. He was apparently killed in the caverns, though what he was doing down there is anyone's guess.

It seems the Duchess is a fan of crossbows, because she's grown attached to one. In other news, a Human Diplomat has arrived. No Caravan yet though. Ah, there it is. It was slowed by the wagons.

We trade for some goods and bars, and a few cheap weapons. They're not as good as we make, but more than enough to fill in traps if need be. And the Civilian Reserve can always use them if nothing else.

Ah, more Migrants. Mid-summer isn't the season I'd choose for traveling, but I'm already here. Well, we have a Fish Cleaner who is also a surgeon. Okay then. Another bowyer, and an Adequate Strand Extractor? Well then. And the last one is a competent mace dwarf. He also goes into the Eternal Boulders. It's not so huge a migration wave as last time, but it's nice to see new dwarves coming none the less.

Hmm... Crazy Urist has been stricken by Melancholy though I'm not sure why. He didn't seem to be missing anything he wanted. Looks like he's going to be in need of a coffin soon.

Umm.. okay, that's slightly more concerning. A Forgotten Beast, by the name of Allas has come. It's a giant Feathered Shrimp with deadly blood. There's really only one thing to do. ARCHERS!!!

That went well. We only lost three archers, and managed to kill the beast. Sadly, Urist McKiwi was amongst them. He has been lain to rest in his private tomb. We are all saddened at his loss. It's a miracle we only lost those three though, especially given the deadly blood. This does pose an issue however, since they fought and died in the trap corridor. Fortunately none of the blood seems to have gotten away.

Well then. I think I'm going to go have a drink, because I am pretty thoroughly depressed.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on October 07, 2016, 07:03:45 pm

Quote from: Triaxx2 on October 06, 2016, 07:12:06 am

Hmm... we've had someone's sleep disturbed by a teamster corpse in the caverns. What?

Wait, what?

So... a dwarf died in the caverns and revived as a zombie? How did that happen? Those caverns are clean and I'm like 90% sure... 70% sure... 45% sure?... anyway, I'm *pretty* sure I didn't accidentally lock anyone in the caverns to starve to death.

Are there any other undead in the caverns outside of the two pond grabbers and that crundle?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 07, 2016, 09:24:05 pm

There's quite a few undead, but mostly they seem to be Crundles who drowned. No idea how he died. No records in the combat log, but there's water and vermin to hunt down there, so he probably didn't starve.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on October 07, 2016, 10:08:23 pm

Probably FB poison.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **October 08**, **2016**, **05:48:34 pm**

Possibly, though I could have sworn all the FB poison was in other areas. Perhaps he got in it, and then died later.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **October 09, 2016, 10:45:35 am**

Been getting complaints of Equipment mis-matches. Seems we need some more leather gear and shields. I've ordered some steel shields, and some leather cloaks and hoods. That seems to be the largest complaints. I'll check and see if that fixes it. If not, I'll see about some lower quality shields.

Well, that wasn't enough, but since they're mostly going to archers, I've ordered some copper shields. On the other side of things, we've had a doctor possessed, so we'll see what he turns up. Hopefully it'll go better than the last attempt. Err... maybe not, he's claimed a Clothier's workshop. My hopes are not high.

Ah, there we are. The yearly Dwarven Caravan has come, perhaps bringing tidings and Tithes. Or you know, lots of steel bars and logs. I hope my predecessors knew enough to ask for those.

Well, they want and will pay for a lot of meat, goblets and large gems. I'll be happy to provide that, and hope that my successors will as well.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: QuQuasar on October 09, 2016, 06:35:10 pm

Equipment mismatch problems?

That'll be Imic again. He and Urist McKiwi have (or, in McKiwi's case, "had") a weird problem with bolts: they keep dropping them, picking them up and dropping them again, spamming Equipment Mismatch notifications as they do so. No idea why: I wasn't able to stop either of them.

I'm curious, which doctor was possessed?

Quote

The yearly Dwarven Caravan has come, perhaps bringing tidings and Tithes. Or you know, lots of steel bars and logs. I hope my predecessors knew enough to ask for those.

Maybe? Can't remember. We were all supposed to have ascended our corporeal forms and become the stuff of legends by now anyway.

Oh wait. Yes, steel bars, I remember ordering that.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Triaxx2** on **October 10**, **2016**, **06:53:52** am

Yeah, I seem to recall trying to add a Note near the depot with a list of what they wanted and what we needed but it seems to have been deleted by someone.

Random un-nicknamed doctor.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 16, 2016, 06:47:23 am

Sorry about the gap, Real-life.

So the trader finally wanders drunkenly to the depot, tells some absolutely outrageous lies, and we walk away with quite a bit of stuff, fair to middling armor, a few nice weapons, and a few things we can melt down to make better stuff.

Blitz Gamer has bestowed a name on an Adamantine Short Sword 'Thidaseshik'. I guess he's really enamored of it.

And more Migrants. Do we have rooms for them? I may have to deal with this. I've elected to begin constructing housing along the western dike area. Green glass walls won't allow for huge amounts of privacy, but we can go up to get more space. By now, towers are a tradition, and who am I to buck tradition? Construction at least of the first level goes quickly, not at all hurt by the fact that I've built just north of the block stockpile.

The project is larger than I thought though, so I've ordered the magma glass furnaces to crank up and produce all the blocks they can. I thought we had more than three, but I must have been mistaken.

I seem to attract forgotten beasts. I am disheartened by this. Paboz Caccastost has come. An enormous Stegasauroid with external ribs. It's sky-blue for some reason, and has a poison sting. That's actually not so bad. I'll send in the troops. Yes, we got him! The Titanslayer has claimed a second mighty beast.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Taupe on October 16, 2016, 08:40:55 pm

We seem to have a fair amount of titans. Must be the "All large dudes welcome" sign.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 16, 2016, 09:26:56 pm

Not touching that comment with a ten-foot adamantine pole.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on October 17, 2016, 08:30:06 am

Quote from: Triaxx2 on October 16, 2016, 09:26:56 pm

Not touching that comment with a ten-foot adamantine pole.

The forum titan Triaxx2 has come! It has a large post count and it undulates rhytmically. Beware its adamantine ten-foot pole!

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 17, 2016, 10:35:20 pm

The first level of the new bedrooms is nearly complete. I've lain in orders for the doors to be put into place, green glass portals as soon as they're ready. I've designated the rooms, but left them to be automatically taken by those who need them.

The doctor wants wood. Alright, into the caverns. I suspect that's what the last strange mood wanted. Fair enough. And he's managed to create a Llama wood coat. Tongschewed the Crux of Prison... Seriously? It's got an image of the founding of Murderflood on the back. A little better I guess. Would have preferred a leather jacket, but eh.

The first floor of the new housing is complete, now it's time to start on the second.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 18, 2016, 08:15:55 pm

Well... I need to learn to count it seems. The bedrooms are 4x3, and not 3x3 like I intended. *sigh* Started on the third floor. Thinking I might have to split the rooms. Maybe two 1x4's with a shared door. Hmm...

And now Flame III is possessed. Delightful. Ooh! He's claimed a Magma Forge. Hopefully this'll be something useful. Winter's started, and he's still gathering items. He's got some Adamantine wafers though, so it could be very awesome. With my luck, it'll be a hammer.

The Titanslayer has named his shield. Huzzah. Idokrigoth, which probably translates to something cool. I'm not sure what it is though.

And finally Flame has started the construction. We must await it breathlessly.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: TheFlame52 on October 18, 2016, 08:58:51 pm

oh bov

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: Triaxx2 on October 20, 2016, 07:24:08 am

Well, well, well. Flame has made something awesome. Ostarlaltur, Burycovered, an Adamantine Mace. Encircled with bands of oval cut smoky quartzes. It's adorned with hanging rings of Dingo Leather and giant snapping turtle bone, and menaces with spikes of Cougar Leather, smoky quartz, and brown zircon.

It contains an image of a dead wren man, killed by a trap in Murderflood in the late winter of 206. There's also an image of a reindeer for some reason.

Looks cool. Can't say for sure how effective it's going to be, but let's get some smashing done.

The end of the year and the end of my term fast approaches. I haven't really created any great works, but I have begun building my own great tower. I hope my successors will consider it worthy to continue.

Er... has anyone else noticed the upper windmills aren't connected to anything? The gear at the end of the underground shaft connects to the middle of the shaft below it and doesn't transfer power. I fixed a small glitch with the system as well. Someone had connected three gears in vertical sequence which is a waste of power. Instead I replaced the center one with a vertical axle, which generates less friction and boosts the end power.

I've also set up a gear box so the entire system can be disabled with a lever located near by. Then I ordered the butchers shop underground disassembled so we stop having all the bloody Miasma hanging around down there. Admittedly, with my luck the other one on the surface is in an enclosed building. Blegh.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: TheFlame52 on October 20, 2016, 08:27:57 am

That's pretty awesome, but unfortunately it's a fucking mace.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on October 20, 2016, 04:36:32 pm

Quote from: TheFlame52 on October 20, 2016, 08:27:57 am

That's pretty awesome, but unfortunately it's a fucking mace.

Give it to our best LARPer.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 21, 2016, 08:22:36 am

I gave it to someone as a backup weapon. I'm not sure how it's going to do as a weapon, I know hammers are terrible, but I'm not quite sure how maces work. Oh well.

This is my final update as overseer. The state of the fortress is such that it may be one of the last updates for any overseer.

Flame's pet, a War Grizzly is a Legendary climber. I say this, after having watched it walk up the glass side of my housing project. I have to admit, that's probably the most impressive thing I've seen in quite some time.

Hmmm.. for some reason, Crazy Urist corpse is still laying around on the floor. I've ensured everyone has burial duty, so hopefully someone will drag him to a coffin.

I have to admit, there is one distinct advantage to living in Murderflood. We've got an absolute culinary master cooking our meals. I'm not sure why my namesake had such an issue with him. Everything he cooks is delicious, and he's only poisoned one person, but that was an elf so it doesn't really count.

As the third of obsidian rolls around, I realize I might not have enough time left to complete the housing. Ah well, it's a fairly simple thing to build, so perhaps my successor will continue it, whomever they may be. I've ordered some more doors injected into the crafting process, so there will continue to be some for more layers of construction.

Everything is ready for my successor.

Well, that's it. I've managed to over shoot the new year by nine days. My bloody auto save doesn't work. I'm supposed to get yearly autosaves, and I don't. Which is incredibly annoying.

The Save (http://dffd.bay12games.com/file.php?id=12515)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on October 22, 2016, 06:42:55 pm

And thus the turn goes to... YOU hypothetical reader.

Priority should go to someone who didnt take a turn in the last like, two turns.

How is the fps at this point?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: QuQuasar on October 22, 2016, 07:48:09 pm

Quote from: Triaxx2 on October 21, 2016, 08:22:36 am

I'm not sure how it's going to do as a weapon, I know hammers are terrible, but I'm not quite sure how maces work.

It will be slightly more durable and slightly less effective as a weapon than this: http://www.stormthecastle.com/how-to-makea/medieval-mace/three-maces.jpg (http://www.stormthecastle.com/how-to-make-a/medieval-mace/three-maces.jpg)

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 24, 2016, 06:19:01 am

FPS is absolutely fantastic. Solidly 30-45. I suspect the lack of undead is the cause.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: **Taupe** on **October 25, 2016, 10:13:56 pm**

Quote from: Triaxx2 on October 24, 2016, 06:19:01 am

FPS is absolutely fantastic. Solidly 30-45. I suspect the lack of undead is the cause.

Now we just need a victim! I mean, overseer. Why not you, hypothetical reader?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 26, 2016, 03:13:48 pm

Because I just finished. Looks like it's all up to you.

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on October 26, 2016, 03:35:52 pm

Quote from: Triaxx2 on October 26, 2016, 03:13:48 pm

Because I just finished. Looks like it's all up to you.

I'm on a phone :/

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Triaxx2 on October 27, 2016, 05:44:23 am

Ah. Then we seem to have an issue... Perhaps a [Players Wanted] in the title?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)'

Post by: Taupe on October 27, 2016, 08:43:01 pm

Quote from: Triaxx2 on October 27, 2016, 05:44:23 am

Ah. Then we seem to have an issue... Perhaps a [Players Wanted] in the title?

And now we wait...

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: **Taetrius** on **October 28, 2016, 03:27:49 am**

Perhaps I could give it a try: as a fairly new DF player I never tried succession games before, nor played using ASCII tileset. I a not familiar with evil biomes and only had to cope with one titan so far (a fire breathing, fireball-throwing fire titan though). Oh, and I managed to (unwillingly) flood a fortress with magma twice.

What could possibly go wrong?

On the plus side, I have four day off starting tonight, so I should be able to go through a year quickly. Your opinion ? BTW, what DF version is used ?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: QuQuasar on October 28, 2016, 04:23:50 am

Quote from: Taetrius on October 28, 2016, 03:27:49 am

Perhaps I could give it a try: as a fairly new DF player I never tried succession games before, nor played using ASCII tileset. I a not familiar with evil biomes and only had to cope with one titan so far (a fire breathing, fireball-throwing fire titan though). Oh, and I managed to (unwillingly) flood a fortress with magma twice.

What could possibly go wrong?

On the plus side, I have four day off starting tonight, so I should be able to go through a year quickly. Your opinion ? BTW, what DF version is used ?

Go for it! Murderflood is a 40.24 fortress. So long as you're wary of the fact that anything that dies underneath the lake waters will promptly get up again and try to kill you, Murderflood's a pretty decent place. The militia are extremely tough and with the artifact door/spike trap combo covering the entrances to caverns 1 and 3, you only really need to worry about cavern 2 and things on the surface.

By the way, if in doubt at any point during your playthrough, try pulling the lever in the middle here:



It does only good things.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on October 28, 2016, 06:09:49 am

Ok, I'll download the save after work.

What does Murderflood need this year? Traps? Tower? Stupid doom device? Coffins?

About reanimating lake, could it be used as a (slightly suicidal) way to provide (un)living target practice for crossbowmen, using a minecart track to dump corpses in the water?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: QuQuasar on October 28, 2016, 07:26:17 am

Quote from: Taetrius on October 28, 2016, 06:09:49 am

What does Murderflood need this year? Traps? Tower?

Tower? Stupid doom device? Coffins?

More magma?

More magma?

I like the last one! :D

[chanting] Raise the dike! Raise the dike! Raise the dike!

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Taupe on October 28, 2016, 11:10:30 am

Quote from: Taetrius on October 28, 2016, 06:09:49 am

About reanimating lake, could it be used as a (slightly suicidal) way to provide (un)living target practice for crossbowmen, using a minecart track to dump corpses in the water?

This is absolutely possible. Whether or not this will be the end of the fortress remains to be seen. Those husks mean business.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on October 28, 2016, 04:44:53 pm

Just opened the save. First reaction...

I don't know if I can really explain how I felt. Just a few things that came to my mind while rummaging the maze-like, bloody hot stinky corridors of Murderflood:

Why is there dead dwarves everywhere? Who built enough coffins and slabs to bury the whole fortress twice? Why can't I know what these 50 blocks hidden in the corner are made of?

Hum, that's a lot of crundles. And blood. And crundle blood. and dead crundles.

Why is there a farm plot in the magma sea? Which traitor dropped metal bars in every corner of the fort? How the f... that plumbing works?

Think I'll read the whole topic before even trying to move a thing. One false move (or wrong lever) could have unfortunate consequences.

Are tileset allowed? First post and screenshots disagree...

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taupe on October 28, 2016, 04:58:17 pm

Quote from: Taetrius on October 28, 2016, 04:44:53 pm

Are tileset allowed? First post and screenshots disagree...

We try to avoid tilesets unless the person who puts them there actually knows how to revert it before handing over the save.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Triaxx2 on October 28, 2016, 06:17:06 pm

Add a new lever? Add a NOTE to label it. I realize saying this that I forgot to label the gearbox lever for the windmills connecting to the primary power shaft. Oops.

South western corner, big green glass structure. You're welcome to continue expanding that upwards. Walls over walls, floors above floors, green glass portals. Repeat until you run out of up.

No tilesets. It always ends up as a jumbled, mangled mess of guessing game to figure out what on earth that thing is.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: TheFlame52 on October 28, 2016, 06:29:28 pm

All the coffins and slabs were probably me, I tend to do that. This is a succession fortress. They'll be needed eventually.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Fleeting Frames on October 31, 2016, 12:46:45 pm

finally catches up

Nice thread. Pretty daaarn long, it feels like the plot keeps on and on and on. Is there even a plot? There's few romances, I guess, beyond the "add more magma and towers" thing with goblins/husks/goblin husks as c-plot. It's more a series, with things like the cacti and the undead menace beyond the bridges dying and fading away. Aye, that's the problem of dealing with problems: You have no problems.

However, fairly amusing at times. Hm, did I learn anything?....

...I guess I learned that you can run magma-full fortress at reasonable fortress.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: **Taupe** on **October 31, 2016, 01:10:00 pm**

...maybe we need to invade hell at this point?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Fleeting Frames on October 31, 2016, 02:55:20 pm

Hm, this is 4x4 map, right?

That means 36864 tiles per z-level. Lets say 25%*60% of that can be extracted in slade, for 5529,6 dug slade tiles. Could build 20z×16x×16y tower with that. Tiny, compared to the slade towers of dark fortress proper, but it'd give additional reason for all those goblinite donations, making it something of a goblin Mecca. Slade towers are one of the towers present without player intervention, after

Maybe mix it with engraved obsidian for more throughput? If limiting to just the walls could have dwarves dwarf their demon masters, though this surely would be not completed in a single year.

Otherwise, the place isn't that attractive. Little headroom to build a tower in, and the pits have to be floored over to not eat magma. Maybe with some plan for demon meat industry, what's with the reanimating lake...But food and clothes are not running out.

Perhaps best use of them would be to make them overlook the lake from pillboxes as to kill any undead there. Is there a consistent spot for goblin spawning?

Other than invading hell, there's also the lack of upside down or floating towers. They're all pretty anchored to the ground.

Could also build tracks around the towers, for a fun rollercoaster.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Triaxx2 on October 31, 2016, 06:02:16 pm

I've only seen goblins come from the north of the map. Anyone else see a different direction?

Title: Re: 'Murderflood: Resurrection II: The Reboot (Ardentdikes IIIv3)' Post by: QuQuasar on October 31, 2016, 06:36:49 pm

Quote from: Taupe on October 31, 2016, 01:10:00 pm

...maybe we need to invade hell at this point?

If we're going to go for a fortress-ending, framerate-destroying nuclear option, I'd much rather see the Murderlever pulled than releasing hell. Murderflood has a unique alternative, and the overseer of the year heroically trying to save as many dwarves as possible could be entertaining.

That could then be followed up with an attempt to rebuild/resettle atop the ruins, either by the survivors or by a reclaim party.

But if that's not an option, I'll repeat these posts advise since I don't think Triaxx acted upon them and I still think they are good suggestions:

Quote from: QuQuasar on September 20, 2016, 10:25:13 pm

By the way, I'd like to recommend a project to future overseers of Murderflood: deconstruct the fortifications, build proper walls, and raise the level of the dike. Doubling the amount of magma on the surface can only be a good thing. (Just be careful with the two spots in the northwest and southeast where the magma is allowed into the fort. Wall them off too to prevent a magma overflow).

Quote from: QuQuasar on October 05, 2016, 09:32:43 pm

Oh, I might as well ask you to fix a flaw with the Murder Flood. The connection between water reactors and sea-to-dike pump stack will allow magma to be pumped upwards from the farms into the pumproom, which will melt gear assemblies at the top and bottom of the stack. If you disconnect them and floor over the hole, that'll keep the magma

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on November 01, 2016, 04:44:16 am

I finished Spring, working on the narrative for now. It was quite a calm spring, with no casualties except a woodcutter. We only got a forgotten beast in first cavern (spiked and hammered to death) and a titan who enjoys swimming in the lake so much it won't go to the fortress. I spent most of the time recovering bodies in the caverns and started to raise a green glass tower on the western wall (to allow shooting at annoying flying wildlife that keeps frightening workers and cattle).

As for mid-term goals, I don't feel comfortable enough to breach Hell; however I plan to empty first cavern lakes to recover drowned woodcutters, and as I don't like to waste I will use water to obsidianize the candy spires (more candy could be handy to deal with the clown car the dwarfy way). I never tried that, so it might go slightly out of control.

If I have enough time, I intend to raise the dike and (try to) build an automated magma delivering minecart system to do targetted obsidianization in cavern lakes and/or set caverns on fire.

Are there any dwarfing request?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Fleeting Frames on November 01, 2016, 09:33:24 am

Huh, somebody has the turn. Good luck, Taetrius! Sounds like you have quite the productive plans.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on November 03, 2016, 06:46:34 pm

Diary found in a tomb, Murderflood

My name is Taetrius Alathrigoth, I was born in Murderflood in 3rd Timber 205, two years after my parents settled in this new dwarven

At this time the fortress was dealing with undeads and goblins under the rule of Zuglarkun, and was yet to be protected by its mighty dyke. I noticed two child born in the fortress were named zuglar, among which one of my sisters. Father hinted it was a tribute. Now Zuglarkun (I heard there was several of them during the fort first years) is long dead, the dyke is filled, and I reached adulthood in a fortress that endures in spite of the numerous lives taken by its hostile location, goblins invasions and quite a few work accidents.

The Deadtrollslayer TriaxII, mighty champion of our fortress, resigned from the overseer position that spring, and I happened to be chosen as his successor by convoluted consequences of dwarven law. See, my mother Thob was supposed to replace the overseer, but she died against the vile beast "Allas submergedshores" last summer. Her corpse is still rotting somewhere in the caverns. The precedence brought Murderflood council to propose as overseer my father, then my eldest sister Ezum, or my brother Zaneg, or even my one year senior sister Zuglar, but all had reasons to refuse. Father is still mourning and has to raise my 5 younger brothers and sisters, Èzum is withdrawn since the dead of her lover five years ago, Zaneg is a dork much more interested in its martial prowess in Asmoth Amazons than in the day-to-day burden of an overseer, and Zuglar has only eyes for her new boyfriend these days and said she couldn't be bothered.

Being the next suitable candidate, I became overseer at 13, without any experience to rely on. I never knew why, but I was banned last year from all task except the burying of our deads (OOC, the little guy had all jobs forbidden except burial, which is why I chose him to be dwarfed). I suppose this is a hint of what the council expect me to do: guive proper funerals to our too many lost ones. Thus I hereby declare myself as the Gravekeeper of the fortress. When Ia was younger I dreamt of being a warrior like mother, but this task appears even more honorable.

One thing bothers me: I was raised as a proper dwarf, and spent my youth away from the taint of the sun; as an overseer I will have to overcome my disgust and go to the surface to supervise work, and it might be embarrassing for others to see their new leader puking.

Spring 218 - where titans and woodcutters both like water

9th Granite, 218

I always found appaling the way dwarves of the Channel of Melting deal with our deads, all the most since Mother's dead. Most of them seem to consider them at best as a nuisance, not different from a cattle carcass or a goblin corpse. Something to get rid of to avoid miasma, and to leave rotting when it appears inconvenient or dangerous to recover it.

As of today, we have more than a dozen dead or missing dwarves who didn't recieve proper burial:

- soldiers who died fighting the vile beast from the dawn of time lie abandonned in the trap corridor in first cavern level ('Urist McKiwi', Rakust).
- My mother's body is nowhere to be found.
- We lost several woodcutters in the first caverns, and a melancholic dwarf ('CrAzY UrIsT' I gess) disappeared a while ago, lying somewhere in a remote corridor.

Spoiler (click to show/hide)



- At least three corpses lie in the second cavern level, on the way to the iron bridge that defend our western flank. One corps is even rotting right in our main stair, for Armok's sake!

Spoiler (click to show/hide)



- We have two resident ghosts, kept captive in this world by our neglect: Vukar the bucketmaker and Urist McKiwi. The former is around from some time now, and his pranks made him a friend for children like myself.



I'll make sure this will change: we already have quite a huge necropolis, and loads of spare coffins and burial slabs. My first act as an overseer will be to order the necropolis expansion, to show dwarves and gods we care about our lost ones. That is what make us different than filthy goblins, who let them lie where they fall, or nasty elves who are so degenerate they eat them.

As I was holdong a meeting with engineers about the necropolis layout, a dwarf came to say an Elven diplomat was spotted. I ordered Asmoth Amazons to go to the main entrance, not to protect the elf but to ensure he brought no thief, ambush or spy with him.

Seven dwarves in a row came to me this morning to complain about badly worn clothes: they visibly don't mind neither the vomit that cakes the courtyard, nor blood and rotting remains lying in the main stair, but a little hole in their socks bring neverending complaints to the overseer. That's sauys a lot about average dwarf priorities and hygiene.

They have a point though, and I ordrered our clothing workshops to go to work.

In the evening, I found in our records that we have only one convict in jail, a recidivist nicknamed 'Trouble'. It appears he was seized with a mood while serving his term, and is now melancholic for notbeing able to obey his urge. I don't think we will set him free, as his jails is probably the only thing that keeps him from wandering in the depths to die...

11th Granite, 218

The ghostly bucketmaker toppled a silver statue of the militia captain Vuohijumala; did he act out of revenge? Was his death caused by the captain? I think I recall something about a tragic fate for this dwarf, I must look into the archives later when I get time to spare.

| Urdim Lolokiton, Woodworker has been missing for a week.

One dwarf came to tell me that a woodcutter is missing. I feel it might be linked with reports about corpse feeding the fish in the cavern lakes; if I am right it might be tricky to recover the body.

As the mists from the Ungodly waters have the power to turn the deads in walking abominations seeking to destroy life, to be a proper Gravekeeper I should learn the art of putting to rest the mist husks. I thus decided to joint the Cobalt Charms sparring sessions to learn the art of the axe.

As I need to learn fast, I ordered them to train mor vigorously; I think the captain 'D' was pleased, as some of his men are not competent enough to his eyes. Truth be told, they still are miles away from our crosbowmen squads, with half of each squad barely knowing how to hold their weapon... Mother would have been disappointed by this laxist attitude.

12th Granite, 218

The elf diplomat (the jerk) asked us not to cut more than 118 trees; I agreed, as I don't think these haughty buggers know what happens underground, and all our wood comes from the caverns.

→'Urist McKiwi' Lertethiden, Ghostly Knight of Cactus has been put to rest.

Today 'Urist MkKiwi' was at last put down to rest in his grave, as people started to clean the trap corridor. His ghost will be able to join the afterlife, as he should have done seasons ago.

13th Granite, 218

→A elven caravan from Alu Ino has arrived.

The Elven caravan from Alu Ino has been sighted by a sentinel; The order of the cactus, in spite of their questionable training, was ordered to man the main entrance fortifications, as elves could attract something nasty.

I had to run through the whole fortress to find the mayor, who is our broker, and discuss with him about what we could sell to the pointy ears, and what to hope from them.

He said he intended to sell them our stock of smelly troll fur socks from past sieges, as elves seemed happyto buy them. what can they do with those socks? tea bags?

14th Granite, 218

Today I went outside for the first time for years, to join the Cobalt Charms training session. As soon as I reached the dreadful fresh air I felt sick. Perhaps it was vertigo caused by the lack of ceiling, or the cruel bite of the sun.

The stench of vomit that cakes the whole courtyard, melted with reindeer and giant snapping turtles butchery remains rotting in the refuse stockpile, didn't help. I needed all my willpower to keep my (masterfully cooked) last meal.

15th Granite, 218

This morning I went to the trade depot island to inspect what the elves brought with them, and couldn't help thinking the state of the place does not do justice to a mighty dwarven fortress as Murderflood.

The depot area is stained by blood and vomit, and manure produced by draft animals and horses and mules pastured in the island is accumulating.

The place needs to be cleaned, but water is unusable due to the proximity of the dyke. Perhaps we should use magma...

Also, good news: Ducar Udistmelbil, Ghostly Bucketmaker has been put to rest.

16th Granite, 218

Our bookkeeper and legendary sworddwarf from Asmoth's Amazons, 'HaerdalasII', came to tell me he just found 'CrAzY UrIsT's corpse within the cat vault.



No wonder nobody found him here before, the smell of that place can mask even a rotting corpse.

I went to recover the mangled corpse: several soft parts were missing, probably eaten by the cats, and one of them was curled within the dessicated chest of the mad dwarf. Must have been here for months. I kicked the animals and carried the cadaver to its burial chamber: that dwarf was an important member of the fortress council before madnes seized him, which is why he had his own tomb. I must take dispositions to have mine carved, just in case... How stupid would it be to have a Gravekeeper without his own grave?

18th Granite, 218

I was informed that one of our woodcutters found Urdim's tools next to eastern first cave lake, and spotted a corpse in the water. So I was right about him: I'll send someone inspect the other lakes to know how many corpses were lost to the water, and try to make plans to recover them.

19th Granite, 218

Mother's corpse was at last brought to her last home in the necropolis. I don't really know where we found her, or worse why her remains were not identified sooner. I saw father cry tonight.

20th Granite, 218

Seeking for a giant war falcon in 2nd cavern, 'Haerdalas II' found the corpse of Fikod Idlashed, curled in a damp corridor beyond the trap maze. He appears to have the knack to find lost bodies, perhaps it's an archivist thing? I should learn it to be a proper Gravekeeper.

A cloud of vile mist appeared on top of the Crucible, as young dwarves call the main magma tank above the main stairs; we are lucky it did not appear at ground level!

Spoiler (click to show/hide)



23th Granite, 218

Work as an overseer is time consuming: between training sessions, supervision of necropolis digging and endless sollicitations by various dwarves, I was not able to take notes for two days. Especially since I had to run after the mayor.

While he was supposed to trade with the elves, the fool went to sleep (out of his room, it would have been too easy to find him), took a very long breakfast and is now... picking equipment. Is he cosplaying as a flower to attract goodwill from the treehuggers?

I feel I bear the sun and outside air better, training sessions really helped me to overcome that weakness. My brother is pissed off I did'nt choose his squad to train, but I didn't consider relevant to usurp the position of a competent squad member. Moreover, Mother always told me axes were better than swords against the unliving, and I intend to learn the best way to defeat those abominations. I find deeply disturbing the fact that we keep one of these monsters in the main dining room, even if he was a figure for the fortress. But at least that thing is a good way to remind everyone of the threat of Ungodly Waters.

One of our horses gave birth to a foal! Perhaps with enough horses we could deal with our chronical lack of leather.

26th Granite, 218

After a day spent reading previous overseers notes and battle reports, I ordered only seasoned warriors would be tasked for corpses recovery. Most of our lost corpses are in the caverns, and the place is dangerous: at soldiers can hold their ground if they are attacked and hopefully survive long enough for help to come.

27th Granite, 218

the clothier Goden Menshigos organized a party at the grat dining room. I guess he is proud to display his brand new masterwork socks... We bought the elves caged animals, among which a gigantic panda and a grizzly bear, all the clothes and food they came with and a lot of splints and crutches - those are useful given our casualty rate, and our wood will be better used as bins and boxes to store our goods.

1st Slate, 218

The first day of the month a dwarf started to act strangely, mumbling curious names and walking as a puppet dragged by strings, extremely weird. He claimed a craftdwarf workshop in the main workshop level and startesd collecting materials.

4th Slate, 218

Another woodworker disappeared near the first cavern lake; it appears he tried to cut a submerged tree and drowned. Ithink we will try to drain these lakes to recover the poor suckers.

Spoiler (click to show/hide)



Upper right corner; miasma are from the late Urdim. We have a third underwater woodcutter in north lake, trickier to recover OOC: Some previous overseer ordered to cut submerged trees, I think the dwarves drowned trying to obey, acting as lemmings (except less cute. And far more smelly)

5th Slate, 218

As the fortress surroundings appear peaceful, I think it is time to recover our lost comrades in the caverns. I sent Asmoth amazons in the third cavern to assist the recovery: there is at last four corpses here, among which Vukar the bucketmaker who fell right next to the iron bridge used to seal access to western tunnels. The soldiers quickly found another corpse in a cramped passage.

Spoiler (click to show/hide)



8th Slate, 218

a tribe of falcon peregrin men is circling above the fortress, frightening our cattle. The crossbowdwarves ran to the towers but they don't appear to shoot at them: do they fear collateral damage from falling bolts, or birdmen retaliation?

Spoiler (click to show/hide)



Another ghostly woodcutter was spotted: these caverns are dangerous, and corpses are still without a proper burial.

I ordered to start the digging of drainage tunnels for the two eastern lakes in the first cave, which will be connected to adamantine spires access tunnels. I think we can kill two birds with one stone, using the water from lakes to obsidianize the spires to gain access to more adamantine.

However, one of the corpses fell into a lake fed by an underground stream: to drain it we will have to plug the stream, which can be done by precise use of magma. A lot of work to do.

9th Slate, 218

It has been one month since I became an overseer. Father says most dwarves are happy so far: no dangerous jobs, no huge projects, and no attacks are cheered.

14th Slate, 218

I think I found a nice, safe and dwarfy solution to stream plugging issues: we will build a track network to carry magma by carts, and have them drop it in pits specifically dug to reach targetted locations.

The elegance of this design is that minecarts carry finite quantities of magma, avoiding potential issues we could have using pump-fed magma pipes. Moreover, one or two work days by engravers would allow to bring magma anywhere on the network level by correcting junctions, allowing to use the carts for other purposes (arson, pest control...).

The tracks will be designed at -12 level, as the place already has free radial corridors and a lot of space.

By the way, the keamaster threw another party in the main dining room. Seems he does not have much success though. Spoiler (click to show/hide)



18th Slate, 218

Migrants have arrived from the mountainhome (or refugees camps, they weren't clear about that). We have a new brewer, a butcher, a jeweller, a bowyer, and a trader with notions of swordsmanship.

More important, a bone doctor and a surgeon arrived with them, both highly competent. Murderflood really needed men of the art, and our soldiers are delighted to know their wounds would probably be treated more efficiently now that true professionnals are here.

22th Slate, 218

This is a fungiwood crown. All craftsdwarfship is of the highest quality. It is encrusted with cushion cut red zircons, decorated with fungiwood, cave spider silk and mule leather and encircled with bands of point cut tiger irons. This object menaces with spikes of llama wool and gorlak bone. On the item is an image of Burycovered the adamantine mace in phyllite.

Olin Tabarsigund finished his artefact. A fungiwood crown. Nice... And we had to sacrifice a mule for that?

24th Slate, 218

I just noticed the previous overseer ordered the whole 1st cavern to be cut: I sent a squad down here in case of attack, we can't afford to lose our woodcutters again.

26th Slate, 218

Press Enter to close window
A strange and terrifying hiss echoed through the caverns: a forgotten beast m! I ordered everyone except the military to fall back to the fortress. I'm glad I sent some troops down there, they will be able to escort civilians back to the fortress.

27th Slate, 218

Spoiler (click to show/hide)



The beast was spotted by a woodworker: it's a pink lidless lizard, incredibly tall and bloated. The beast is running for the entrance, and Shem Zontimshur the woodcutter might not be fast enough to cross the portal.

The Snarling Knives are running: will they reach the door on time?

28th Slate, 218

The beast is dead: the steel spikes protecting Kastolrukalonget tore her flesh, and the Sterling Knives made an easy work of her. With crippled legs, lung and guts punctured, she didn't manage to hit a single dwarf.

Spoiler (click to show/hide)

The Hammer Lord bashes The Forgotten Beast in the right front foot with her Bothonmadush, chipping the bone!

The Forgotten Beast misses The Hammer Lord!

The Hammer Lord bashes The Forgotten Beast in the tail with his *silver war hammer*, chipping the bone!

The Deadtrollslayer hacks The Forgotten Beast in the head with his *adamantine battle axe* and the severed part sails off in an arc!

First in the melee, 'TriaxxII' made the killing blow, sending the lizard head right on the door. He told me later that he moved way before the order to charge as he was thirsty and wanted to refill his waterskin...

4th Felsite, 218

At last I start to understand the use of some levers, especially those linked to the third caverns. How can they work, transmitting commands without any connexion through air and rock, I wonder...

Do mechanics use the help of dwarven spirits to carry the signal between mechanisms? Is that why mechanisms can only be made from true dwarfish materials, stones and metals?

6th Felsite, 218

Falcon peregrin tribe still disturbs work; we seriously need some proper archery towers to deal with flying nuisance above the fortress... The brass tower above the depot has the proper height, but is outside the dyke.

Perhaps we will have time to work later this year, for now the priority is work to seal some parts of first cavern to avoid further beast intrusions.

The Sand Titan Idor Adlensham has come! A towering scaly flat worm. It has a round shell and it has an austere look about it. Its goldenrod scales are large and overlapping. Beware its poisonous bite!

Armok be damned! A titan was seen at our southwestern border! Close the main bridge!

8th Felsite, 218

the beast disappeared in the lake; snetinels said it looks like a giant flat worm with glodenrod scales: they also said it looks austere, but I have difficulties to understand how what is basically a giant flat snail can look, or be, austere...

I sent horses from trade depot island to the main farm, and prepared our troops to kill the beast. Ballista is loaded and ready, crossbowdwarves on the walls, and warriors gathered on each side of the inner bridge. Prepare to extend the main bridge!

The Woodcrafter 'Moira' Gikutavuz has organized a party at dacite Table.

Moira threw a party at the main dining room. Does she think it's really a good time for that?

13th Felsite, 218

Spoiler (click to show/hide)

In the opaque waters of the Ungodly waters, the sand titan lurked in the lake bed, driven by an unextingible thirst of destruction. With senses unknown to men or dwarves, the beast felt the presence of a threat deep in the lake, something deeply unnatural that was defiling its territory

The giant worm swam through the troubled water, invisible in the darknes of the cursed lake. Suddenly he felt its ennemy was in front of him and charged. His opponent jumped, barely dodging the scaly mass, and tried to grab it with its bony hands.

With unnatural speed, the titan curled on itself and tore a finger from the hand trying to grab him. No blood spread in the water: the corpse had long lost its last drop, and the unholy power of the mist was all that kept a parody of life in its rotting flesh. The unliving human, once a monster feared by humans and now a half forgotten waste from the dwarven fort, prepared for the next attack...

18th Felsite, 218

We have too much things to do, and too little people to do them. We are working on every front, building a wall in the first caverns, enlarging stockpiles, building pillars for a future green glass tower opposite to the main entrance, engraving tracks...

I could release the military from their duty, but the titan is still somewhere out there and we could need them at every instant.

20th Felsite, 218

A hunter saw the titan kill a giant echidna on the northern shore, before diving again in the lake. The ungodly water were already dangerous, now they are truly haunted by a monster!

24th Felsite, 218

The forgotten beast killed by TriaxxII is rotting in the cavern, poisoning the damp air with its atrocious smell, and everybody is too busy to move it. On a more positive side, we just retrieved the last corpse we found in the caverns, and work on the necropolis goes smoothly.

28th Felsite, 218

As summer comes the titan stays still deep in the lake, and don't seem decided to attack us. Murderflood has another dangerous resident: rumours also talk about undeads in second caverns.

Spoiler (click to show/hide)



left corner, quite far from the shore, appears to move from time to time

Sorry for the delay, I didn't realize writing a narrative was so long (English is not my native language, which doesn't help...). As for the fort I am past midsummer now, working on a way to raise the dyke without flooding the fort with magma.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taupe on November 03, 2016, 07:02:08 pm

Ok that was a magnificent update! so much details and flavor!

I just have one question...

Quote

Our bookkeeper and legendary sworddwarf from Asmoth's Amazons, 'HaerdalasII', came to tell me he just found 'CrAzY UrIsT's corpse within the cat vault.

why the fuck do we have a cat vault.

also, lets pray that the titan does not breath any mist. That would very suck.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: **Taetrius** on **November 03, 2016, 07:19:25 pm**

I used cat vault to describe the room where I found 'CrAzY UrIsT', a large empty room containing only a pasture for cats. Except protecting them from caverns wildlife and lake I can't imagin a purpose for that room, hence "cat vault" (personnaly I deal with cats either by letting them wander and slaughtering.. err, butchering the excess, or putting all females in a cage)

As for the titan, he only has poisonous bite (as the depressing pink lizard from the caverns), and appears wounded from his underwater fight with the corpse. Poor worm.

Was there a rule to avoid excessive use of traps in murderflood? I am surprised we don't have a service entrance with serrated disks, spikes, dodge traps... to deal with intruders without admitting them in the depot.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: **Taupe** on **November 03, 2016, 09:27:42 pm**

Quote from: Taetrius on November 03, 2016, 07:19:25 pm

Was there a rule to avoid excessive use of traps in murderflood? I am surprised we don't have a service entrance with serrated disks, spikes, dodge traps... to deal with intruders without admitting them in the depot.

Someone began making atrocious amounts of traps but I'm unsure how well they were set up. They are in one of the cavern layers. Undead slaying is the main purpose for them.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: TheImmortalRyukan on November 04, 2016, 06:04:31 am

Sign me up for a turn, I have some free time for the rest of the year. I'm going in blind having NEVER read the Ardentdikes Saga. I might read up on this thread to get an idea for how this fortress works, but wheres the fun in that?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Triaxx2 on November 04, 2016, 06:43:27 am

The mighty death buzzsaws work just fine. The other things, I'm not so sure about. (10 Serrated Green glass discs. Kneeling will NOT help.)

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: TheFlame52 on November 04, 2016, 08:08:06 am

I was the one who set up the magma dodgeme trap in the cavern. It didn't work very well.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Fleeting Frames on November 04, 2016, 09:41:28 am

That's an impressive amount of above-average narrative. For images, you'd upload them to an image sharing website, and then post the direct image link (ends in .png) between [img] [/img] tags. I use imgur for automatic uploading script, myself, so that all I have to do is select an area (and I've decided to also add a name, at cost for myself, to archive things into folders as appropriate - but this wouldn't be necessary if I didn't want to do that).

A gravekeeper for the dead mother, to survive in the short life....How very suitable, and how endemic of the rotten life on this world.

A hard job, given the waters, but I suppose the military and the groundblood helps.

No dwarf cleans the outside, for that's what the desert rain is for. Rare it may be.

I hope the panda was promptly eaten. The poor thing wouldn't have any bamboo here.

I half thought the m would be a mule, to take revenge for the crown. Alas, one more dino. How boring.

Yay, the titan AI has decided the lake is good place to idle. Fun.

Does everyone have corpse and refuse hauling enabled?

As for the traps, the last time there was a depot trap-bridge Blind Mr. Bison killed the military by webbing the traps. I think that scared off further attempts.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on November 05, 2016, 12:08:42 pm

Just added images and corrected some mistakes in spring report. I used a graphic pack since Ascii was giving me headache, but I verified twice LNP correctly reverted saves to ASCII, so shouldn't be a problem.

I am in the last summer month, quite boring. No siege, no forgotten beasts, not even a crundle, the fort is too peaceful. I will be able to drain cavern lakes by autumn, but I don't think I will manage to raise the dyke by the end of my turn, as there are multiple holes to fill if we want to avoid premature magma flood. Except for deconstruction, dwarves aren't cooperative: I have difficulties to make more than two miners willing to work, and architects are the laziest I ever saw (1 month to deconstruct a bridge, seriously?)

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on November 09, 2016, 04:19:56 am

And here comes the summer update, wonderful for its uneventfulness.

Summer holidays in Murderflood

1st Hematite, 218

Summer has arrived. I felt I didn't get much exercise with the Cobalt Charms lately, and I found the cause: the squad was ordered to train only two at a time, and the axelords tend to monopolize training sessions to maintain their skills. I changed the orders to have 3/5 of the squad working at a time, so as to be at least competent in axewielding before the end of the year.

As I was going trough military rosters, I also gave orders to our crossbowmen to resume training. 'Collin', the militia captain of The Order of Cactus, observed it was probably useless as we don't have convenient archery towers to defend the entrance. Another thing to work on

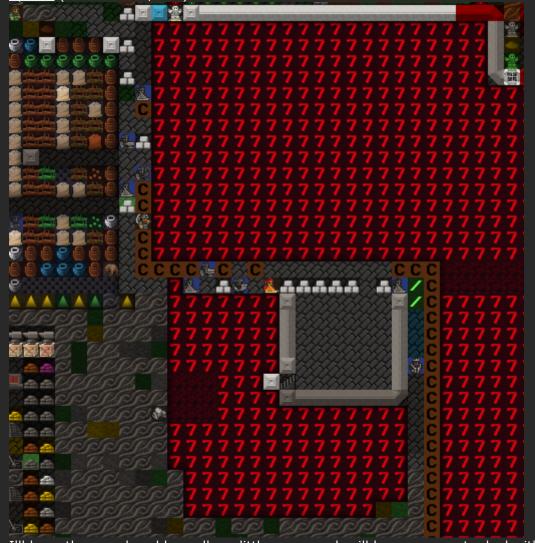
7th Hematite, 218

One of the teamsters, Stukosh Dodokidash, decided during a sparring session to name his axe "Ninurkudar", The Escorted Immortal. Strange indeed... To be fair, it's a beautiful piece of craftdawrfship, forged by the noble vice-captain 'Asmoth', and it took no less than fifteen lives, among which seven trolls and the forgotten beast Oxut Echoedmaze. Worthy of a name I guess, but how did Stukosh choose this one?

10th Hematite, 218

I ordered to start stripping the inner wall of its fortifications. Since the raise of the dyke, they weren't even that useful, and I think we might need more magma in the future...

Spoiler (click to show/hide)



I'll have them replaced by walls: a little more work will be necessary to deal with various lava pools in the courtyard, and with those green glass pumps sitting on the inner walls for no obvious reason. A shame the engineers did not label the mechanisms to know how

they are controlled...

13th Hematite, 218

A human diplomat from Usmenbehal arrived. Let's see what he wants.

14th Hematite, 218

And here comes the human caravan! I had a 'discussion' with the mayor yesterday, hope this time he will barter with merchants without interruptions, as such a lack of respect could have political consequences. As far as he only infuriates the elves it is not really a problem, but we rely on humans and the mountainhome for leather and iron, and we need to keep good relations with our trading partners.

15th Hematite, 218

I was told 'Vuolipartha' got attached to his steel shield, and started a fistfight when one of his squad mates picked it up by mistake. I can understand that if that particular shield have saved his life before, he knows it is effective and wants to keep it. But when other soldiers said he got "attached" to it, they hinted it was not only the wish to have the best equipment that drove him, but a more dubious attitude, bordering fetichism. It was clear it disgust them, and I find it quite disturbing myself.

21st Hematite, 218

The mayor came to tell me he just finished trading with the humans. He acquired all their metal bars, most of their cloth and food and a few horses, using worn cloth and bone crafts as trade goods.

I asked him to buy horses so we could breed livestock, to cope with our lack of leather. The human had none to trade, and each time we need it for tantruming dwarves I have to reduce further our dwindling herd.

I asked a human what they do with our old rags, to be so glad to buy them: paper, he says. What a stange idea...

1st Malachite, 218

We are digging a water cistern to recieve water from first cavern lakes, and act as a buffer between the sink and water tunnels we will use to cast the spires into obsidian.



I also ordered a wall to be built above magma sea, to act as a "template" and limit water spreading. With luck no magma crab or fire impwill disturb the work.

5th Malachite, 218

We got two more migrants, bringing our population to 108. They are useful people, one working as a Metalcrafter/weaver/glassmaker, and the other as Engraver/mason/mechanic.

I was frightened the titan would attack them, as they came next to the Ungodly Waters, but they did not see him (OOC: they came by south border, next to the lake, with the titan only 2-3 tiles away. Either the water is opaque or the titan is really lazy)

6th Malachite, 218

The summer rain came. The weather was already really hot, but falling rain turns into steam in the dyke, making the courtyard an open sky sauna.

Spoiler (click to show/hide)



We are hall boiling alive, and our engineeers fear the pebbles produced by water drops falling into lava might one day fill some parts of the dyke, or jam mechanisms. They say a solution might be to raise the dyke, or to introduce current in the lava. At least the former appears achievable: raising the dyke is our new priority. Among many others. And we already lack dwarfpower.

14th Malachite, 218

→The Craftsdwarf Solon Unibalath has organized a party at dacite Table.

Another party. I think they are celebrating the end of the rain, but I don't have time to attend. I just realized I made a huge mistake designing our future magma delivery system.

Foolishly, I thought the most obvious way to fill minecarts was pouring magma from above. When limited tests proved that they needed to be submerged I designed an airlock of a sort using iron gates, but I realized afterward that device could not be fully automated. So back to the drawing board, now trying to work with a magma trench. The wasted dwarven labor makes me shameful.

16th Malachite, 218 →Lor Kokebsibrek, Craftsdwarf has been possessed!

The dwarf claimed a magma glass furnace, and is now gathering materials to obey the voices in his head, he says. I try to avoid him, as he makes me nervous with his wild eyes and his drooling gibberish. The worst thing are the quacks that randomly erupt in his mouth; I don't know why but they give me goosebumps.

20th Malachite, 218

Ral Zunthirrash, one of our best miners, appears to suffer a great deal of stress lately. I discharged her of all works except mining, as she seemed quite suceptible to break.

Spoiler (click to show/hide)

Over the long term, Ral Zuntirrash has been under a great deal of stress. She feels satisfied at work. Within the last season, she was annoyed when caught in the rain. She didn't feel anything after seeing a giant toad die. She feels satisfied while crying on somebody in charge. She was blissful after sleeping in a great bedroom. She didn't feel anything after seeing a crundle die. She didn't feel anything after

26th Malachite, 218

From his mad rantings, workers in the furnace deduced the possessed dwarf needs leather to finish his work. Why in Armok's name did the human bring none?

Another reindeer must be slaughtered. If the autumn caravan brings no leather it might get difficult to satisfy dwarven moods, or even basic needs in the fortress.

3rd Galena, 218

→The Planter Kivish Lokumsebir has organized a party at dacite Table.

A party again. I hate how they delay the work - the necropolis is only half-finished- but at least the populations seems happy.

6th Galena, 218

Medtob Endokumar, Trader has grown attached to a silver mace!

I fear the lack of exercise brings strange thoughts and desires into our military. That disproportionate attachment to their gear becomes distubing...

7th Galena, 218

The Stray Gigantic Panda (Tame) has been found, starved to death.

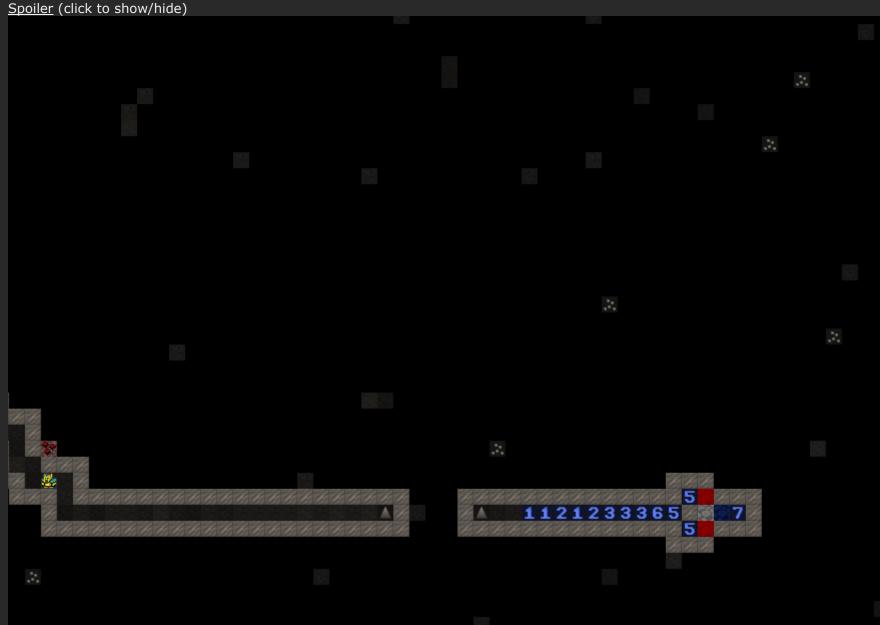
Oops! I totally forgot I bought that beast from the elves. As it looks like a bear, I assumed it could survive in the pen. I was wrong. On the plus side, its skin will make a nice leather piece.

18th Galena, 218

The possessed dwarf revealed his creation - a goblin statue, commemorating the fall of Visedmirrors. The artwork is impressive, but the subject depressing. I don't know where we will put that thing, as I don't think we have a historical gallery. Spoiler (click to show/hide)

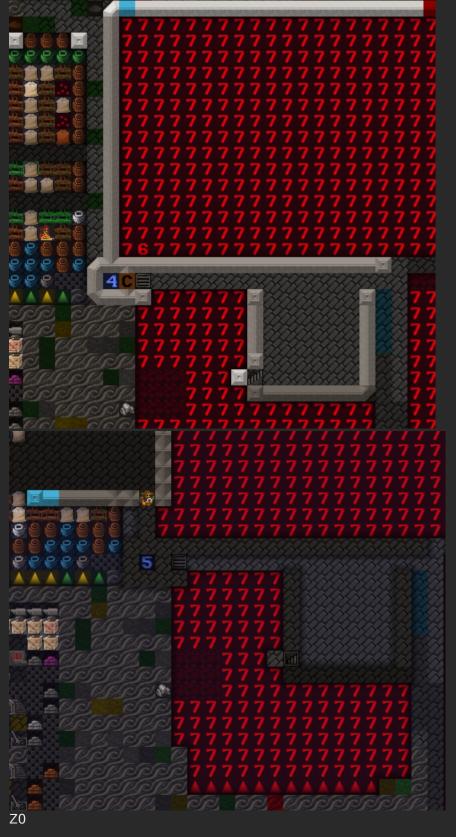
green glass statue of goblins. All craftsdwarfship is of the highest quality.
is a masterfully designed image of goblins and dwarves in green glass by Lor Kokebsibrek. The goblins are refusing the dwarves. The artwork relates to the defeat of The Closed Cudgel of The Stirred Irons and takeover of
ors by The Menace of Slithering in the early winter of 204 during The Conquest of Visedmirrors.
orated with table cut green glass gens and encircled with bands of oval granite cabochons and pig tail fiber. This object menaces with spikes of tower-cap and reindeer leather. On the item is an image of a satyr in green glass.
en is an image of a forgotten beast in copper. On the item is an image of thick crescents in rhodolite.
en is an image of goblins and dwarves in tower-cap. The goblins are refusing the dwarves. The artwork relates to the defeat of The Closed Cudgel of The Stirred Irons and takeover of Visedmirrors by The Menace of Slithering in
winter of 294 during The Conquest of Visedmirrors.

Good news today though: the head executionner managed to pierce the cavern lake bottom and to escape unscathed. We will begin to fill the reservoir as soon as we recover the last boulders from excavation site.



20th Galena, 218

In order to raise the dyke, we need to plug various holes feeding magma cisterns, as they could overflow when we will pour magma. Here is the first try: a makeshift water pit, filled from above by buckets, will be breached to obsidianize the magma channel. Spoiler (click to show/hide)





We have another inner pool to secure, the wall to complete and a lot of work on the fortress entrances to be able to raise the dike. I don't know if I will be able to see the term of it as overseer.

And that is the end of summer update. As nothing happened, it was difficult to write anything substantial.

I will finish Autumn this evening: for the moment we had a goblin siege and another FB, of the webbing variety this time, which might be dangerous. Expect an autumn update tomorrow evening, and I'll do what I can to have the year finished by Friday (narrative might be late though).

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Fleeting Frames on November 09, 2016, 09:33:07 am

• Looking at the spring updates; wow are the caverns bloody.

The passages are a-mazin'. Easy to get lost, no wonder boat the corpse. Love the network.

• The reason for the ASCII rule was due TheFlame52 modding the fort to add baby creatures so that turtles could be tamed. (He occassionally does such little mods in succession forts.)

Not sure if there's much trouble from reverting; the baby project was abandoned once already due turtle egg hatching resulting in save corruption.

• The Escorted Immortal is ...Well, I know a fair few figures from elsewhere who would fit. But in this world, it'd have to be elven diplomat, right?

But the fort is in third dozen of growing attached to equipment.

- The pumps are meant to flood the fort with magma, iirc.
- Can't elves bring you FB silk or divine fabric or something?
- I bet the titan is really lazy. Or looking other way.
- Hm. It's a shame steam doesn't give happy thoughts.
- Automating filling of minecarts? Sure is possible, but....

(Stockpile A takes iron/steel/nickel minecarts from anywhere, 1 minecart on track stops dumps them to go through an appropriately-carved magma trench to arrive at stockpile B for filled minecarts set to take from links only. Then have the filled carts set to be carried to dump stations and just remove their routes afterwards.)

But didn't you want to control extremely specifically where the magma would arrive?

- \bullet Half-finished necropolis in the summer? It seems your project size is appropriate.
- Just FYI, you can't butcher tame animals expect through enabling butchering on them while they're alive and having them dragged into workhop to be killed.

You could still revive the panda, dice it, and get several pieces of leather and lot more meat.

• Make updates last as long as appropriate accordingly to the content. Some of what I've written previously encompasses less than week while other things go over several seasons.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taupe on November 09, 2016, 08:31:14 pm

The more this goes on, the more convinced I become that the fortress will meet its end when someone inadvertently forgets a tiny part in some mechanism or another and the fort begins flooding with tons of magma before anyone notices the issue.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Gwolfski on November 10, 2016, 11:53:28 am

I'd like a turn, please

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Triaxx2 on November 10, 2016, 03:37:47 pm

What? With our perfect track record of magma related work? We'll be fine!

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on November 10, 2016, 06:22:31 pm

Just finished the year, with several things under way as usual.

I'll post autumn and winter reports tomorrow with the save; for now I fear we lost 'Duck' and two axelords (stupid death for these two). Despite all my tries I did not manage to flood the fort in magma.

Inner wall and main entrance are (nearly) ready for a raise of magma level, and we have a working fully automated magma slavoes magma delivery system.

I didn't have the time or space (for water) to recover all corpses. I'm proud to say all claimable dwarves dead under my watch are duly entombed (for those claimed by magma though...).

Half the fort is still in rags and I forgot to ask the dwarven caravan for clothes.

All in all I had a lot of fun trying to figure what previous overseers intended to build, to make heavy machinery work (dwarven reactors 1, overseer 0 for this point) and to find where various levers were (I didn't find the lever commanding the rough slate bridge in the main stair between two caverns - there was a tree hole issue, but as I couldn't close the bridge I plugged them with wood). Notes helped a lot but unlabelled levers are trickier - even worse are those which apparently do nothing...

I will follow the fate of Murderflood with interest.

PS: I just remember the doom lever is unforbidden, as I had to tweak some wall-related devices. What could possibly go wrong?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Fleeting Frames on November 10, 2016, 11:30:16 pm

There's Dfhack's Ctrl-M for unlinked unnamed levers. But if you post the save, gwolfski is up I guess. Unless there's someone else?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taupe on November 10, 2016, 11:47:21 pm

Yes, since Gwolfsky asked, he is our next player.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Fleeting Frames on November 11, 2016, 12:06:24 am

He'll have to choose between this and that (http://www.bay12forums.com/smf/index.php?topic=161271.0), though.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Gwolfski on November 11, 2016, 02:10:52 am

Is there any other players wanting a go? If not, I'll probably return to this after I finish the other one. I sorta got involved in that first, so I should do it first...

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on November 11, 2016, 08:02:56 am

Here is the autumn update.

Autumn 218 - no falling leaves in the desert, all that red is blood

2nd Limestone, 218

Autumn had just started when a dwarf ran into me, panicked. He was working on the new green glass tower when he spotted a plume of smoke from the south:

A vile force of darkness has arrived!

Goblins! Curse them! I ordered all squad to equip and gather at the doors. Meanwhile, I ran to the tower to have a better look, taking with me the head executionner for is military insight.

We looked at the horde, which I thought quite impressive in numbers...

Spoiler (click to show/hide)



But veterans told me most goblins were raw recruits, bearing no mark of distinction and poor equipment. Moreover, they had few range weapons. They would be no match for our seasoned warriors.

Spoiler (click to show/hide)

Stasost, Troll
Dostngosp, Troll
Atu. Troll
Dang, Iroll
Nguslu, Troll
Em, Troll
Em, Troll
Em, Troll
Dostngosp, Troll
Kutsmob, Troll
Kutsmob, Troll
Ngerxung, Troll
Utes, Troll
Sano Matozuspo, Goblin Lasher
Ago Oloosnun, Goblin Swordsman
Utes, Troll
Stasost Ngomsusla, Goblin Swordsman
Mato Kutsmobdub, Goblin Axeman
Stozu Ngospngorsnodub, Goblin Axeman
Stozu Ngospngorsnodub, Goblin Maceman
Song Stosbubxud, Goblin Iasher
Atu Osnuksong, Goblin Pikeman
Amxu Smosluurar, Goblin Hammerman
Bosa Tamsmuem, Goblin Spearman
Dostngosp Urarulut, Goblin Hammerman
Osnun Urarulux, Goblin Spearman
Dang Gugolamxu, Goblin Crossbowman
Usbu Uraromur, Goblin Lasher
Zom Ongastrodno, Goblin Lasher
Aslot Dostngosptosnak, Goblin Recruit
Mako Matobebro, Goblin Recruit
Eåx Olngodak, Goblin Recruit
Stâsost Astukutsmob, Goblin Recruit
Zolak Stosbubslux, Goblin Recruit
Zolak Stosbubslux, Goblin Recruit
Stosun Dubastrodno, Goblin Recruit
Stosun Bubastrodno, Goblin Recruit
Stozu Ngerxungustra, Goblin Recruit
Solak Bukustasost, Goblin Recruit
Solak Recruit
Solah Recruit
Sol

Utes, Troll

I pondered our options: we could wait them in courtyard and decimate them there, but I feared the battle could move back to the outer bridge, and my squadmate Solon Unibalath had warned me of the dangers of fighting next to the magma dyke. In the heat of battle, it is quite easy to stumble, and risk a fiery death. I could not take this risk, so I decided we will fight under our walls. I grabbed my axe and prepared to discover what war means first hand.

4th Limestone, 218

We are victorious.

We ran past our bridge, dispatched in a wirlwind of blades trolls sent as forefront, and plunged deeply in goblins'ranks! The flood on murder had truly possessed us.



A few moments later, the ground was covered by goblis corpse: we had won and dispatched every single one of them, without any casualty in our ranks!

Spoiler (click to show/hide)



Half a dozen soldiers were wounded, and our war grizzly held to life by a thread after engaging a couple of goblin spearmen, but none died afterward thanks to our medical teams.

I made my axe swing, and hit one or two of them, but our hardened warriors were so effective I could not score a kill. Their martial prowess bolster my dream of mastering fighting skills one day. I feel humbled as an experienceless overseer to be trusted by such dwarves.

8th Limestone, 218

After that violent episode, return to daily overseer tasks was soothing. I was told minted coins were piled in a corner of our forges, so I put in place a small vault deep into our catacombs. The room is well hidden, can easily be sealed and adds to the symetry of that level. I also ordered to recover some goblins and troll junk: we might need the metal, and at worst we could use some goblin clothes for the more ragged of our dwarves. After all, half wore stolen dwarven clothes, we can take them back. To victors the spoils.

9th Limestone, 218

→The Weaponsmith 'Flame III' Asteshrutod has organized a party at dacite Table.

Victory party yesterday in the dining room. The soldiers made toast after toast, and I gladly joined them, which might have been a mistake. Next morning was horrible, I felt like a gong was ringing in my head and my mouth had been used as a cat litter. What sort of elf piss did they gave me to drink?

11th Limestone, 218

has drifted nearby!

Today at sunset, a dark, boiling mist raised from the Ungodly waters and crept to our walls, thinning as it reached the shore. <u>Spoiler</u> (click to show/hide)



It was as if the lake tried to reach the battleground, hungered by the numerous corpses lying on burning sands. But it failed: Murderflood stands in the way, and will not let the curse spread further.

I am tempted to dry the lake, or to encase it into obsidian, to put an end to the husk threat and perhaps to the mist. But we don't really know if the husks are 'birthed' by the water, or by the mud in the lake, or by more sinister things: draining the lake or covering it could have unfortunate consequences. The best thing to do is to keep any dying creature from falling into the water, and to avoid any contact with the mist.

15th Limestone, 218

The outpost liaison Vucar Bakustkol from Edandatan has arrived. A caravan from Edandatan has arrived.

News from the mountainhomes, at last. We will trade them our craft and most famous food, as we can't sell stinking rags to fellow dwarves. We need metal, especially iron, and leather. I told the mayor to insist on the subject with the liaison.

17th Limestone, 218

'Duck' Lekmomuz, who was in first cavern to dig the second lake drain, reported he noticed several holes in the ground in areas cleared of trees, which appear to communicate with deeper passages. I went to inspect the cave and discovered a serious hole in our defenses: not only did the deepest part of the cavern communicate with the dangerous second layer, but similar holes give direct access to our main stair from the caverns. I don't dare to imagin what would have happened if that grat lizard had found the breach.

I tried to have the bridge communicating with dangerous tunnels closed, but a whole tour of fortress lever rooms left me perplexed: the bridge is equipped with mechanisms, but no lever appears to command it. I thus ordered the holes to be plugged using fungiwood and spare stones: It might not hold the most powerful beasts, but it will make difficult for them to go through it and they may chose an easier path.

<u>Spoiler</u> (click to show/hide)



1st cave bottom communicating with 2nd cavern layer. Fungiwood plugs above red dots: who ordered to cut trees here?

18th Limestone, 218

Another beast was heard in the second cavern lake: its loud droning echoes clearly through our deepest tunnels, and undeads we know roam these caves are silent. I am glad I noticed the breaches in time. For the moment we may be safe from that horror.

20th Limestone, 218

I just had a weird moment at the training room today: I was practicing a swing our captain taught me a week ago when the axelord Bomrek Misrakurt started what looked like a demonstration on how to properly bite an enemy to death!

He used dried plump helmets to illustrate his point, and it is true he displayed quite a powerful jaw, leaving deep bite marks in hard as wood mushrooms. But to use it in actual fight, to tear a stinky troll nose or a goblin's throat? It appears messy, undignified and less effective than an axe swing or even a punch. I thought he was kidding, but as hardened squad members listened religiously without even a smile, I must admit the tactic is real. Fighting might be quite dirtier and messier than I thought... Spoiler (click to show/hide)

Taetrius' Alathrigoth, Gravekeeper
Mebzuth Domasvush, Axe Lord
Stukos Dodokidash Shakethoboth, Teamster
Thob Udarkubuk, Axe Lord
Bomrek Misrakust. Axe Lord
Solon Unibalath, Axe Lord
'Blitz Gamer' Nisgaklorbam Usiralis, Traveller

Dwarves are marvellous, charming people: bite training, how cute!

22nd Limestone, 218

We started draining our first cavern lake into the cistern today. Between discussions with engineers about the flow, filling time and pressure control, hearing reports from scouts monitoring the forgotten beast movements and scaffholding building for inner walls, I totally missed the new migrant who arrived today, and I am to busy to greet him. I asked the manager to deal with him, hopefully the guy won't mind.

26th Limestone, 218

The Miner 'Duck' Lekmomuz has organized a party at dacite Table.

'Duck' decided to throw a party, I don't even know why. I was busy supervising work on our magma delivery system: rollers are being put into place, and soon we will try it with an empty minecart. If only engravers could work quicker on tracks!

28th Limestone, 218

A terrible sound, like a huge chalk on a blackboard, echoed through the caverns this evening: Another forgotten beast! I ordered everyone to stay inside, at least until we locate the creature and assess the threat.

Problem is, someone just told me 'Duck', slightly inebriated, decided to go recover a caged giant cave swallow in the caverns to roast it: I had the gongs rung to alert everyone, Ihope he will hear it and manage to reach our door in time.

1st Sandstone, 218

Unfortunately, the beast found 'Duck' before he could reach the door: obstinate as always, he refused to let go the cage, even if it slowed him. A gigantik, winged blob apparently ade of salt crashed into him, releasing a huge cloud of dust which burned vegetation in the whole tunnel, as a severe frost could. We could see noting of the fight through the dust, but we heard suddenly heard a loud droning: the second beast, which we thought locked in second caverns, had joined the fight! Spoiler (click to show/hide)



Salt blob is one level above, within the dust two tiles from 'Duck': with all that dust I never managed to take a screenshot where it was visible, poor 'Duck' must have lived a nightmare...

We heard a liquid noise, then screams, and all of a sudden the huge lacewing stormed through our gate! Fortunately, someone shut it down quickly enough to pin the beast to the ground, and our crossbowmen rushed to the fight. They were in an instant covered by sticky webs the beast hurled in prodigious quantities, impeding movement and nearly forbidding anyone to take a shot.



6th Sandstone, 218

It was a painful attrition fight, betwean the beast spitting webs and our crossbowmen trying to reach it through the storm, most bolts being caught mid-air or deflected into a wall. Our soldiers hold their ground despite hunger, thirst and exhaustion, always struggling with sticky webs to stand, load their crossbow and fire. I organized a chain to bring them waterskins and ammo, throwing them in the stairs to avoid being caught. The third day, reports came that the beast was rotting alive; a terrible stench moved up through main stairs, carried by hot, damp air from the caves sucked by the half-closed door. We supposed that rotting was caused by the dust the other beast spread, and felt fortunate we did not have to fight it and risk contamination - except poor 'Duck', of course, but I think he died before the horrible plague stroke him.

The fourth day, I nearly came to blows with Sigun Geshudetas, because of this:

→The Hauly-Dwarf Sigun Geshudetas has organized a party at dacite Table.

Our soldiers were risking their life to protect the fortress, and that stupid dwarf wanted to party! I had to repress the urge to give him an 'accident-prone' task: like deconstruction a wall holding magma, or fishing in the lake. Father told me to let him be, as a party would at least boast morale in the fortress: he was true of course, but I felt bad for our heroic soldiers.

At least on the sixth day the beast died. We don't know if it was a bolt or the plague that put an endto its life. Soldiers went to sleep at last, execept one recruit we had to carry to his bed: he had spent the fight in the frontline, with the creature flaying its antennas and horrible mandibles at arms length, and was left deeply traumatized by the experience. The Stray war Giant Peregrine Falcon (Tame) has been found dead.

Last victim of the fight was one of our giant peregrine war falcons: he tried to fly through the gate, got caught in the webs and set up the dagger trap behind the door.

We recovered the corpses and gave a decent burial to 'Duck', whose mangled corpse we found less than ten steps from the entrance. Sometimes death take us with salute at hand.



18th Sandstone, 218

Again, the cursed lake plagues us with its mist. I begin to think the mist might be an omen that death and horror are to come: in spring, the mist raised above the fortress less than ten days before a woodcutter drowned. We had no mist in summer, and nobody died. A month ago the mist raised again ,and three days later the feathered lace worm came. I thought it reacted to death, but it is as though there is something under this lake that KNOWS when death and suffering will come, and the mist raises in anticipation.

Are the beasts pushed toward us by the same curse that creates the mist? Is there an intelligence behind these events, toying with us and plotting our demise? I fear so, and old stories heard in my youth, about fortresses lost to a monster that could see through the veil of times, now bring terrifying prospects...

23rd Sandstone, 218

Another vile mist was spotted on the lake. I read again the previous entry and I think I may have erred, as nothing hinted at a threat those last days. Work is going smoothly: the green glass tower is raising quickly and scaffholding are nearly done, allowing us to raise the inner wall. Ewerything appears to be calm, and our crossbowmen, motivated by the fight with the beast, are training diligently.

Thrice cursed be this damned lake! Another creature was spotted in the deepest cavern. This time it is a snail with curly hair (a grotesque sight indeed), which appears to kill everything that comes near, as bats, rats and cave toads fall to the ground in its vicinity. I personally closed the cavern door, and decided to wait the beast in first cavern guard room.

26th Sandstone, 218

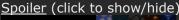
The Pirateauthor 'Quasar' Bekargoden has organized a party at dacite Table.

I was told 'Quasar' organized a party to celebrate his last work. I didn't join, waiting for the beast to come to our doors. Even the good news about lake draining, going well enough to allow us to recover our deads by winter, could not bring me to move: I wait for the last threat to Murderflood, and I will not move till I see it dead!

27th Sandstone, 218

→Thob Udarkubuk, Pump Operator has grown attached to a copper shield!

I don't even care about his stupid fetichism, the beast is near, I feel it! I will go to the lever. Whatever entity sends it, it will be disappointed.





28th Sandstone, 218

The beast is dead, a steel spike through the heart: we will let its body rot, as a reminder of the fate deep dwellers will receive. Apparently the beast managed to bypass the walls we built in those caves: further work will be needed to perfect that, but not during my term. I have enough to do.

'Collin' Émgashzuglar, militia captain withdraws from society...

He claimed a mason's workshop: he behave quite differently than the last mooding dwarves, acting in a less sinister way. I hope he will build something useful.

6th Timber, 218

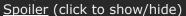
→Ushat Idenkib, militia captain has grown attached to a copper crossbow!

And another one. I think the horrors under our feet and the permanent threat of the lake bring us to cherish anything that bring us the slightest feeling of safety.

We are besieged by evil, and we try to use whatever we can to remain sane. For them, it is attachment to weapons; for me, my duty to the deads and as an overseer. Hope it will be enough to endure, and resist the malevolent entity from the lake.

8th Timber, 218

We finished necessary scaffholding on the walls, and built a new iron bridge as a fllodgate to control future dyke filling. I ordered the bridge linked to the lever which already commands the bridge under this one. We also had to move the wall of that room a few meters back, to ensure we will have a full four steps wide dyke.





I was glad to see 'Collin' was noot capricious about the materials to build his work of art. I have enough to do to be bothered with this kind of things.

I had to dismantle gear assemblies powering a pump group on southern wall, as we could not build the wall with it in the way. I wonder what is the purpose of those pumps. They are built to draw magma from the dyke and pour it in the courtyard. Previous overseers documents are not clear about that, but I found mentions to a "doom lever", probably the copper one in the dungeon. I think it commands the crucible, and is designed to flood the fortress in magma should the worst occur. This suicidal device tells a lot about our fortress mentality. I will have the pump linked to this lever.

11th Timber, 218

The minecart system is online! First try sent the cart bumping in the cave wall, as the track was not completed, but it speed indicates it will work nicely even when full of magma. I will add a switch of a sort to control the release of the carts, then try the device with the

Note for self: clearly indicate to dwarves they don't have to touch the carts once in the system, one of them kept trying to take the test cart back to the stockpile...

13th Timber, 218

'Collin' Emgashzuglar, militia captain has created Othordesor, a rhyolite table!

The artefact is completed - a rhyolite table. Will do nicely in our dining room.

Spoiler (click to show/hide)

This is a rhyolite table. All craftsdwarfship is of the highest quality. It is encrusted with single cut rhodolites, decorated with polar bear leather, gorlak bone and fungiwood and encircled with bands of round rhyolite cabochons. This object is adorned with hanging rings of rhyolite and alpaca wool and menaces with spikes of rhyolite.

On the item is an image of Catten Atticguards the human and dwarves in gorlak bone. Catten Atticguards is surrounded by the dwarves. The artwork relates to the ascension of the human Catten Atticguards to the position of baron of The Stirred Irons in 155.

On the item is an image of The Ardent Clashes-Harshness the adamantine bucket in rhodolite.

I am quite overburdened these days, work must be done quicker if we want to finish before spring. I will probably leave fewer notes for the next weeks, as I must be ready before mid-winter to prepare the next overseer term.

16th Timber, 218



A glimpse of poetry tonight; fireflies came to dance above the fortress, surrounding the glass tower. Their reflects on glass walls made it appear that lights were dancing into and through the glass, illuminating night as dancing stars. A soothing sight for weary dwarves, working all day long to endure one more year in this doomed place.

This closes the autumn report, nothing worthy of note occured before winter. I will post winter report separately. I have an issue with DFFD: I signed in, but did'nt receive activation email.

I know from bay12 forum experience that it can take some time, any idea how long until I can dump the save there? Or another file deposit solution to suggest?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!
Post by: Taetrius on November 11, 2016, 06:52:20 pm

And finally winter.

Winter 218 - To escape cold, magma bath is the new killing

1st Moonstone, 218

The last days of autumn have been busy, but productive. We managed to reach important steps in several projects, and other works are going quite well.

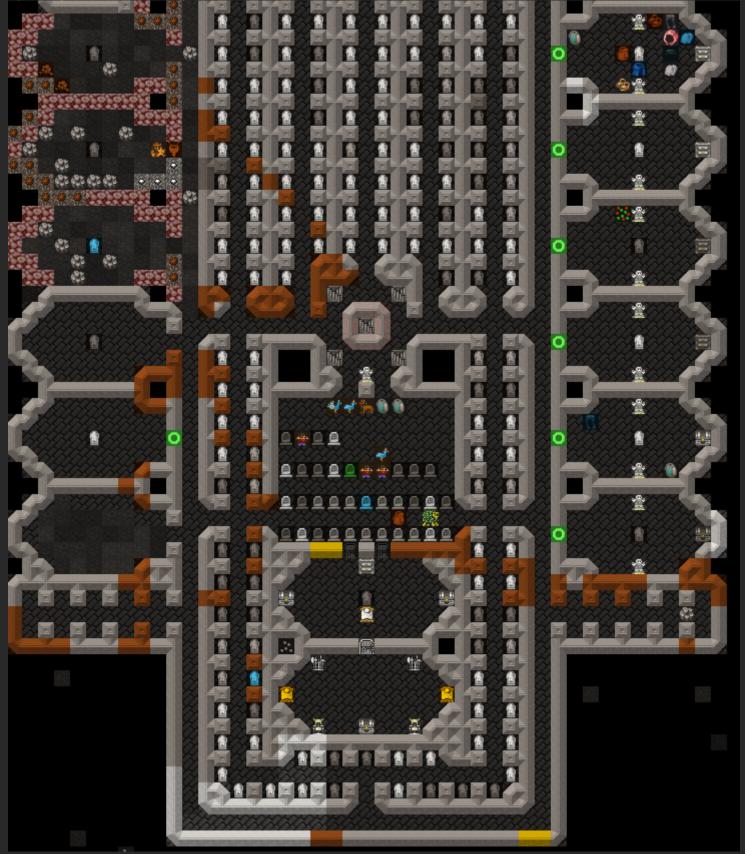
First, preparation for the raise of the dyke is going well: we will have finished the inner wall before spring, replacing old fortifications with walls and putting new bridges to control magma flow.

Spoiler (click to show/hide)



Four of the five magma gates were doubled, and we started work to make depot island magma proof: the goal is to flank outer entrance with raising bridges, to be able in case of emergency to empty the dyke through our main entrance (without burning our trade depot, of course!).

The necropolis extension I started when I became overseer is slowly being smoothed: future vaults were built along the west corridor, to recieve our heroes and important characters. Some corridors filled with coffins for our population and pets were added, and a tomb, bedroom and training room were carved in the middle as my future abode as Gravekeeper, and eventually for assistants as well. Spoiler (click to show/hide)



I am proud to know my term will have been useful for posterity, as our deads will now have a place prepared for them to lie with dignity. No more corpses abandonned in our corridors, no more heroes kept under anonymous rock lids, or worse makeshift commemorative slabs. I wonder if I should relocate all burying places of the fortress in the necropolis, as we have room enough, or if I should entomb our late heroes in proper mausoleums, as several rest anonymously among coffin rows.

I don't feel I have the right to choose by myself what to do on such a subject: I'll ask to the Council, and let the final decision to our future overseer. Of course as the Gravekeeper it will be my duty to celebrate the fallen ones, and I will do what I can for them. If the council decides to regroup burial grounds, I will help; for now, my burden as overseer forbid any action in this domain.

Our new magma minecart delivery system has passed brightly its testing phase: tracks are finished and the system was linked to the fortress main power axis using an old shaft.

Spoiler (click to show/hide)

It powers three rollers:

- at west, a medium speed roller will recover empty minecarts. It is also used as a drop point for new minecarts entering the system (OOC: affecting a minecart to the hauling route, then forbidding the cart when it leaves the roller to avoid haulers trying to recover it on tracks).
- at south, the trench which will be filled with magma is equipped with iron rollers, to drag filling minecarts trough the magma and push them out of the trench.
- at east, the roller gives the main impulsion to send filled minecarts to their destination.

We will put a gate to switch off the system by blocking filled minecarts on east roller: when the gate will oppen minecarts will automatically be sent to their destination, pour magma there and come back for a refill, cycling until the gate is closed again. An effective and elegant system, I think. First test with the blood of Armok will soon start, trying to isolate first cavern lake from underground streams in order to drain it and recover our fallen comrades.

The Head Executioner of the Guard Bomrek Monommatul has organized a party at dacite Table.

People are so proud of our work that the head executionner proposed a party to celebrate winter: I gladly accepted, as we all need relief. Besides, I really need good laugh, as I spent too much of the last month lost in dark thoughts and undefined but growing concerns. The mist, the beasts, possessed dwarves acting madly, the quacks... It becomes harder to admit those are only coincidences, that nothing, or nobody, is covertly playing a cruel game with us. Perhaps wine and songs will chase those ghosts...

3rd Moonstone, 218

The fortress was calm and worked slower last day, possibly because of hangover. I slept quite well, even though I woke up discovering I had confused coffin for bed. But stone is barely harder than wood for a dwarf back after all, and the coffin sides made me feel quite safe, so I guess my good sleep is understandable.

Thief! Protect the hoard from skulking filth!

Late in the morning, a soldier came to say me they spotted a kobold: that stupid creature fled as soon as she was spotted. Was she afraid by our steel-clad soldiers, or by rotting corpses littering the sand around our walls?

7th Moonstone, 218

Today is a great day: at last, water level in the cavern lake is low enough to allow us to recover the drowned corps of the woodcutter who disappeared last year. I ordered to open the drain of the second lake, and by the end of the year we should have recovered bodies of neraly all our lost brothers.

12th Moonstone, 218

The Forgotten Beast Mawiri has come! A towering feathered buffalo. It has a square shell and it undulates rhythmically. Beware its webs

Whatever entity, be it a god or an ungodly abomination, is playing with our fate, I hate it! Just as I was glad we entombed the woodcutter corpse, an horrible beast reached first cavern right next to the lake, and quickly devoured Thob Lokumbomrek, a woodcutter who had decided to work in the caverns for the first time in months!



See the ghost in upper right corner? that's the third dead woodcutter in that image. A cursed place indeed...

I am sure that aberration will die on our traps, as usual, but it had the time to maim a dwarf again. I am furious, against the monster, fate, my own failure to protect our people, but mainly against the one I am sure now is playing a sadistic, deadly game with us, killing

lone dwarves in the caverns, sending waves after waves of abominations, messing with our minds. I hate him, I despise him, I would give everything to kill him - but I don't knowhow to reach him, I don't know if he can be killed, I don't even have a proof he exists!!!

18th Moonstone, 218

The beast was difficult to kil, its square shell hard to pierce for our spike traps, but after numerous strikes it finally fell, and we are able to recover the mutilated body of our friend. He lied in the moss, half-eaten by rats, his hand still holding his axe.

Spoiler (click to show/hide)



People say woodcutters are doomed in Murderflood, as none seems to survive long. I have the feeling I could hear an hysterical cackling raising from the depths: fear, hopelessness, are they funny for you monster? I hate you, but I won't give up! We will recover each of our deads, and you will have nothing more to laugh about!

21st Moonstone, 218

We need to drain the second lake to recover Urdim Lolotikon corpse, and the reservoir is nearly full: I guess it is time to release water in the tunnels and prepare to cast obsidian. We will wait the tunnels fill a little to pour water at the level below.



28th Moonstone, 218

→The Delicenced Doctor Rîsen Zaneglanlar has organized a party at dacite Table.

Another party, our booze stockpile is thinning. I ordered to produce some more, and more clothes, some dwarves still wear rags. I blame the dwarves who decided to stock whole bins of clothes in their room, sometimes covering the ground, and for one or two going as far as using their tomb as dressing room. Do they have no shame to keep so much for themselves when others have nothing? Some of them are council members, so I can't really do anything, but disapprove and move on. But this kind of thing shows there is something wrong in our fortress - silliness is common ,lazyness, greed and violence unpunished... I went through the judicial record and found some offenses were committed by one of our captains! I fear the place that was chosen for our home has changed us, corrupted us, its evil influence weakening our morality and sanity. And I don't know how to fight it. I feel lost, dejected, useless. But what part of these feelings are mine, and what is caused by that corruption twisting my thoughts? How can I know? What can I do?

5th Opale, 218

→A cloud of vile mist has drifted nearby

That horrible mist raised again from the lake: I wish I had never left the underground, where I did not see that terrible omen: I would not have feared another accident as I do now; the Ungodly waters are waiting for someone to die, I know it. I ran through our entire security system, asking guards to be vigilant, controling each trap and lever. People were surprised and thought I was being weird, but they don't know as I do what could happen. I will not tell them to preserve their minds from the awful truth: I must bear this burden alone.

6th Opale, 218

→A cloud of vile mist has drifted nearby!

Again! This time it will be serious. Who will die? I ordered the caverns closed, the bridge raised, all dangerous work stopped: I told people I thought a day off was necessary, so they did not complain. I verified each potential vulnerability again and again, while giving construction orders and going through our stocks; I noticed the metalsmiths built fifty iron mechanisms when I asked only fifteen: I

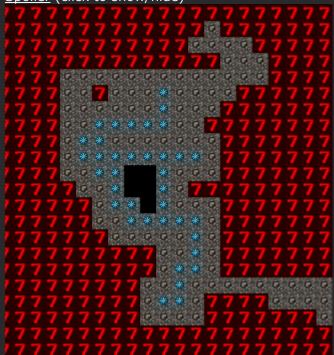
suppose we could always melt them. I am exhausted. I'll sleep again in my coffin tonight, hoping it will help me to escape anxiety...

7th Opale, 218

I slept quite well again, and could go to work again without fearing a catastrophe each time someone calls me.

Our project for lake water was a success! We managed to encase into obsidian the first submerged level of sough-eastern adamantine spire without major accident.

Spoiler (click to show/hide)



It appears water flow created instable obsidian boulders, sending magma waves through the magma sea and a few chaotic blocks in the mining zone. However, that adamantine is now available for safe mining. I gave orders to do so. It will be possible to reach deeper levels by widening obsidian 'cover', then channeling into it to reveal magma around adamantine for obsidianization. The legendary metal will be ours, to forge weapons and armors of legend! With those, we will hold hell itself at bay, and perhaps find and destroy the source of the lake curse.

To be continued... For worse, of course!

10th Opale, 218

→Fikod Nokimken, Axe Lord has been missing for a week.

Here comes the readed announce. I knew something bad would occur since that terrible mist rose. I was so busy monitoring everything I did not notice Fikod was missing our squad training. We looked everywhere, I even went to the caverns to find him, but it is as if he vanished in thin air. People are afraid: if one of our mightiest warriors can disappear like that, no one is protected. I feel panic and despair rising in the fortress, and in my heart. I could not find others solution to calm them than urging everyone to work harder - people have less time to think when they are exhausted. But a feww dwarves looked at me weirdly tonight.

11th Opale, 218

I had a strange nightmare tonight: I remembered an old discussion I had with the axelord Solon Unibalath, the lost Fikod being present: Solon taught me that fighting near any kind of pool, but especially a magma moat, was hazardous. "In the heat of battle", he said, "it is quite easy to stumble and risk a fiery death. And I wish this fate to no one". Then entered the nightmare: the two soldiers burst into flames, their copper shields melting to the heat, and a wave of burning blood raised to submerge me. I was woken up by pain, as my elbow hit the coffin side. Had I been in bed, I would have fallen to the ground. That dream had shaken me, and it was far worse when captain 'D' came to warn me:

Fikod Nokimken, Axe Lord has been missing for a week. Solon Unibalath, Axe Lord has been missing for a week.

I felt as caught in a landslide as I realized I already KNEW; after the nightmare, I was somehow sure Solon was dead, and all my efforts to reject that baseless belief had not worked. And now I knew my premonition was true. I had to ensure what other things in this nightmare were true: so I ordered a dike inspection to look for hints of our lost warriors.

A pool of molten copper was spotted in the eastern dike, right under the Cobalt Charms barracks. It seems Solon and Fikod fell to their death, burnt in the dike. However I don't understand how such a fate was even possible: there is no way to go atop the wall in this part of the dike, and we isnpected carefully the casern wall without even finding place to pass a needle between blocks. As it is impossible to imagin two steel clad warriors climbing the wall during a sparring session, we have no explanation about what happened. I am convinced the occult force bent to our demise is somehow responsible for that, but I did not tell anyone, fearing they would think I lost my mind. Captain 'D' was storngly affected by the loss of two friends, but he ordered to resume training in a stern demonstration fo dwarven resolve. However, he drew a chalk line ten feet from the wall, saying that part was off limits for sparring. I found this cautious, and so did

the captain of the Snarling Knives whose barrack is at first floor. I hope this will avoid any other loss, but how can you proect anyone of a power able to push two seasoned, steel-clad fighter through a stone wall without leaving a mark?
Spoiler (click to show/hide)



Dodge teleport bug, I'm afraid. I hope reducing barrack area is enough to avoid this

I shut myself in my room to think about the meaning of that dream. After hours pondering if it was inspired by the creature behind the mist, to taunt and torture me, I concluded that as doubt around our soldiers fate would have created more fears than their impossible demise did, the entity would have prefered us not to know. I think, I hope, that the dream was inspired by the dead spirits themselves, acting one last time to protect their fortress as they did countless time while alive. It appears my connection to our deads as the gravekeeper, and perhaps my links to my squadmates, made me the ideal medium for their message. This task I chose when I became overseer might be far more important for our fortress than I thought: besides securing our lost ones repose, I will have to listen to their wills. I was right to have my quarters built in our necropolis: living among the deads will strenghten my links to them.

19th Opale, 218

→The Stray Horse (Tame) has been missing for a week.

A horse died in our animal pen: I once again forgot to order it released. I really don't have the knack for animal care, I should delegate it to someone more competent. Did not we have someone who called himself the Keamaster?

→The Pump Operator Thob Udarkubuk has organized a party at dacite Table.

Apparently, some don't really care about animal and dwarves deaths, partying even during mourning. I don't know if I must cheer it as a proof of strong dwarven spirit, or fear it as a testimony of our loss of any honour or decency, under the influence of that horrible lake and the one hiding below.

26th Opale, 218

First run for our magma delivery system today; we put pressure plates on the track to open and close the hatch securing the chute, and the cart made effortlessly its first delivery.



The chute nicely brought the magma to target, isolating the lake from underground streams by an impervious obsidian plug.



However, for more offensive applications of the device, we might need to use several carts to carry magma and raise the delivery rate: for such use, pressure plates will not work, so I ordered them replaced by a lever next to the hatch. It kind of limits the automated part, but it appears a good alternative. In the future it might be appropriate to move all the levers in a dedicated control room, but proximity was needed for conception.

Goden Mengshigos, Clothier has bestowed the name Urem Rethal upon a steel short sword!

ress Enter to close window

One of our sworddwarves gave a name to his sword today: I suppose it is less disturbing than "growing attached" to it, whatever this implies...

As the last month of the year starts, I got myself out of Cobalt Charms. It is sad to leave the squad after a year of common life and the recent loss of two squadmates, but I must prepare my resignation as overseer and my future life as the gravekeeper. I asked the herbalist Lòr Ibeshkilrud to replace me in the rank: I know he doesn't really like to fight, but he is tough and knows how to wield the axe. Some must make sacrifices for the good of the fortress, I wasn't keen on being overseer myself. I created a new "squad" of a sort, responsible for the necropolis protection and recovery of our fallen ones. For now I am the only member: if I spot someone with deep connexion with deads, I will propose him to take his weapon of choice and join the Grave Keeepers in the necropolis barrack.

9th Obsidian, 218

→The Glassmaker Urist Idtost has organized a party at dacite Table.

A party again, this time to celebrate the clear glass command I ordered - as glassmakers are quite weary of green glass block production. We need it to build our main entrance outer bridges: the sight of magma through the glass will strike visitors in awe, and warn trespassers of their imminent fate. We just need to replace the old granite gridge, as it will not bear magma temperature when submerged.

14th Obsidian, 218

The sand titan attacked! After a year lurking in the Ungodly waters he ran to our main entrance before any sentinel could spot him. Fortunately, we had just disassembled the old granit bridge and were building a stong, magma-safe slate pavement, so the beast couldn't reach the fortress itself. Then it demonstrated the extent of its stupidity, as it destroyed the pump feeding northern magma bunker, and got caught by subsequent magma flood. Our soldiers, who were preparing to fight in depot island, cheered. I guess they were glad that this time the blood of Armok had stricken an ennemy, not a dwarf.



Notice the clear glass bridges which will be raised to contain magma.

A steel bridge will allow to close depot island if we need to empty the dyke in the countriside

17th Obsidian, 218

Dastot Umrilkeskal, Administrator has grown attached to a copper shield!

Another guy got attached to his shield, I don't even care.

I ordered northern spire to be obsidianized (OOC: I deemed it NE spire, since I usually find them roughly evenly distributed on the map, so there might be another spire in the hidden north-west corner of the map) The tricky part is that for safety concerns, I did not carve a lateral evacuation to the magma sea, so we must stop the flow before the cavern is filled if we want to recover adamantine.

Still in progress at the end of the year (picture fom Obsidian 28th), don't forget to close! The note indicates a raw adamantine block cast into obsidian.

I am more and more absorbed by the work I started to prepare my future work, a census of all deads in Murderflood, their history and how they met their fate. If we don't properly honnor our deads, would we truly be dwarves?

21st Obsidian, 218

Domas Rakustetas, Ghostly Woodworker has been put to rest.

Today I put to rest another drowned corpse. I will finish my term before being able to recover the last one, but everything will be in place to drain the first cavern lake he was drowned in, since the obsidian plug isolate it from water sources. It just need a little digging and time to drain it.

26th Obsdian, 218

The Head Executioner of the Guard Bomrek Monommatul has organized a party at dacite Table.

Bomrek organized a party to celebrate the end of my term as an overseer. I was moved, and I hope next overseer will be listened, guided and obeyed as well as I was. I will leave hom my notes, charts of the additions my term gave to Murderflood and notes about things that are yet to complete.

However I will keep for myself my conviction about the vile entity behind the forgotten beasts attacks, the loss of our fighters and probably even our woodcutters curse. The one wo creeps deep under the lake, his corruption commanding to the mists, his influence corrupting the water and raising the deads. The one whose mind possessed several dwarves and tried to force them to madness by asking for scarce materials. The one who is the bane of dwarven civilization, a monster born dwarf, who Hell itself could not kill, and who will one day walk again in the surface world, bringing apocalypse. I know you are there, Urist McDuck, and I will do everything I can to twart your devious schemes!

28th Obsidian, 218

Documents left to the future overseer:

Control room for caverns/magma sea Spoiler (click to show/hide)

- Here are commands for all third caverns and magma-sea related business:

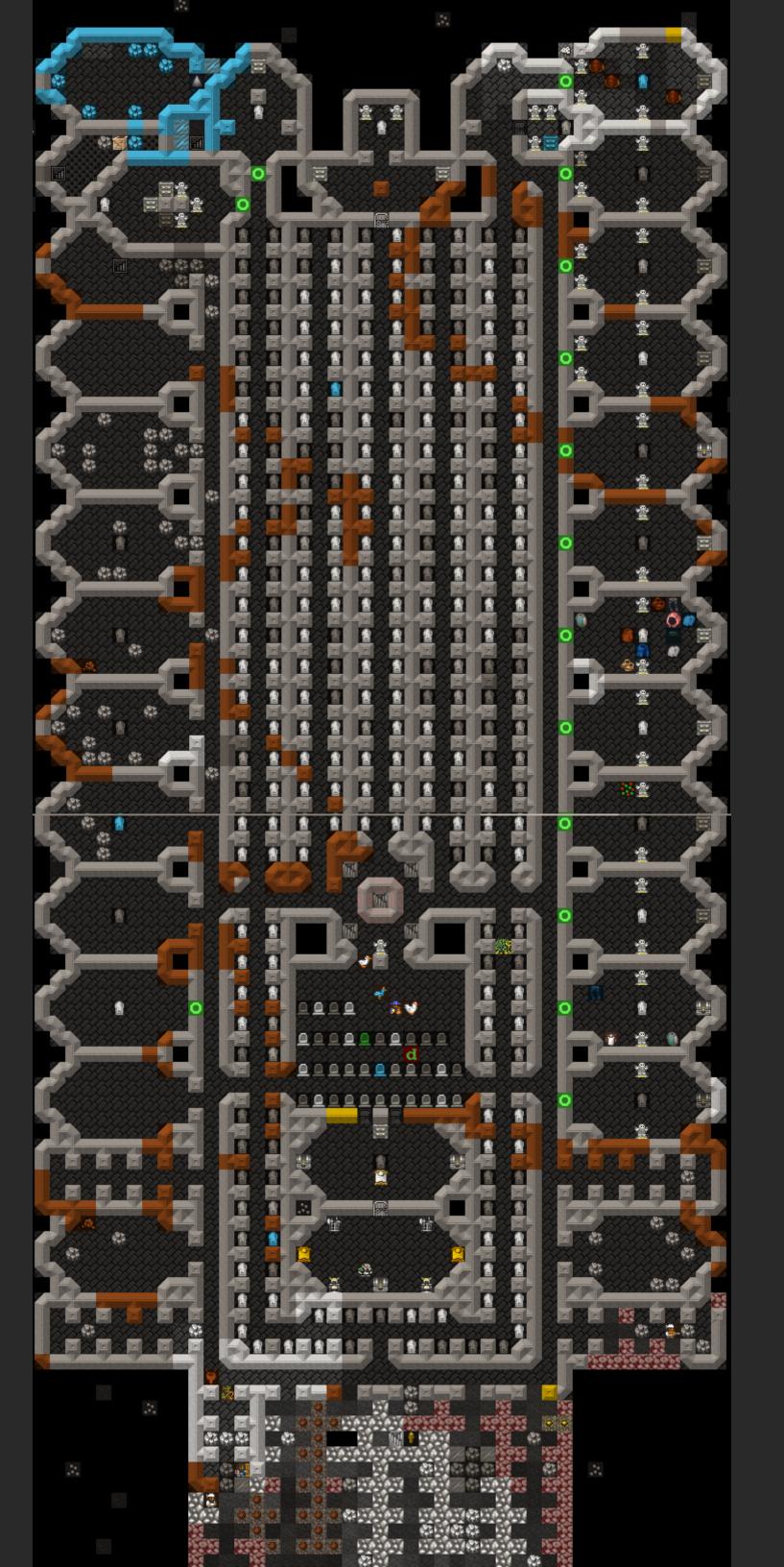
 The 'D' lever in bottom right corner controls bridges to open/close the lake drains (two for the moment)

 'W' lever just above commands the bridge isolating the reservoir from tunnels feeding the spires

 The three couples of 'W' and 'A' levers command respectively Water pouring and Access for each of the three spires

 other levers are older, but A level in the left opens the iron bridge giving access to water tunnels, so if you want to flood the fortress bottom...

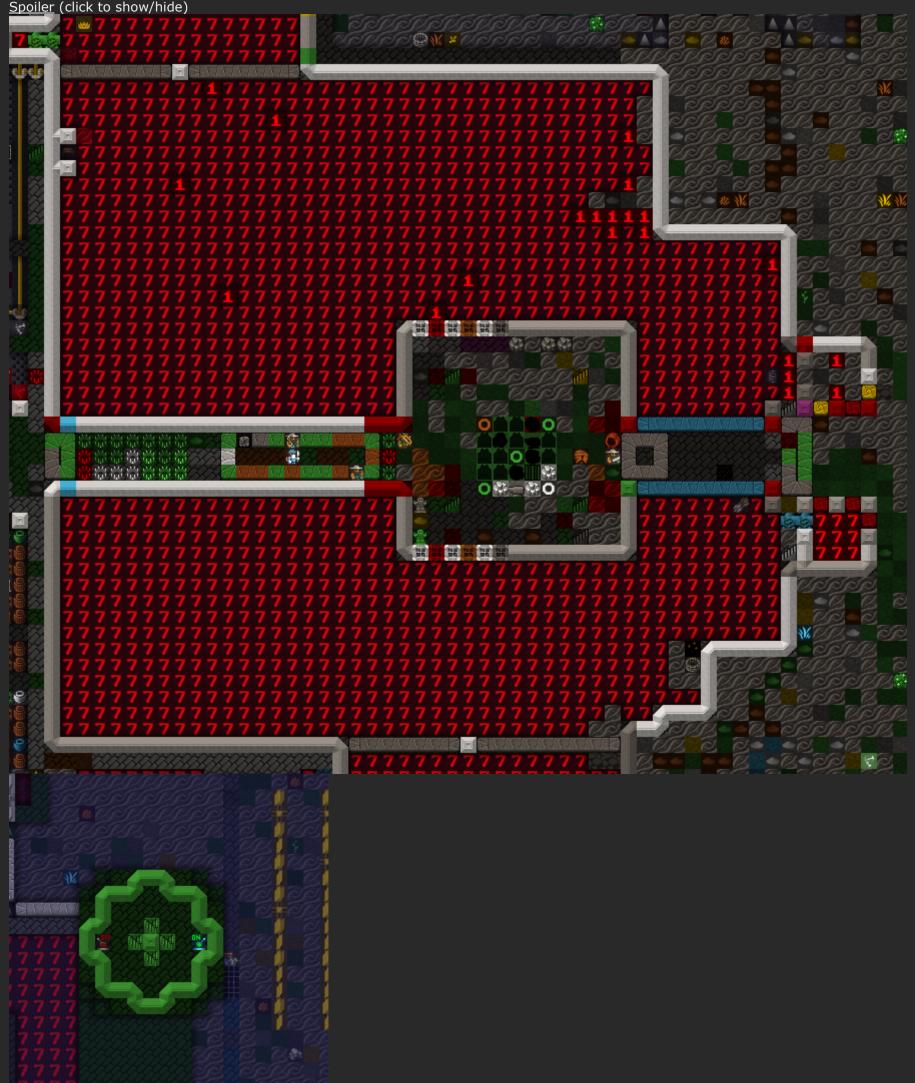
Necropolis plans (huge) Spoiler (click to show/hide)





The main work of the year: smoothing and furniture arrange to be done; we have scores of coffins to add in the galeries South to the memorial plaza are the tomb/room of the Grave keeper and adjacent training room

Main entrance and green glass tower Spoiler (click to show/hide)



Here is revised entrance: clear glass bridges will hold magma, steel bridge allows to seal the island from outer bridge. Levers are in the green glass tower, and color-coded for your convenience

Magma bunkers and entrance need revision before raising the dyke, the titan was kind enough to deconstruct the north one. Green glass tower needs work to finish the summit. Left a note there

Magma delivery system

Spoiler (click to show/hide)



Already described delivery engine. The door controlled by north lever release three magma-filled minecarts at top speed. I don't know if the fourth one can go out of the dyke itself or needs bumping, since I wasn't able to build a roller on the ramp (I should read the wiki more carefully). Other levers command trench Emptiing (left) and Filling (right)



Delivery zone: a track stop with lowest friction dump north any passing minecart, which arrive from the right. Lever is here to open the hatch, as a pest control security.

The door acts as a switch to send minecarts in the western branch when opened. The chute needs a final work, as there are dead crundles down there I did'nt want to breach without troops around. Using this kind of switch other branches could easily be built, as long as the path is not too long initial rollers should be sufficient (till 400 tiles perhaps?)

PS: looking at the picture, left track crossing is NSE when it should be SE track, and I don't know where empty minecarts could go: could someone correct this?

Northern entrance: there is work to do there, a dike gate is to build and the entrance is absolutely not magma safe. The bunkers also need a rework.

As a note, it seems we have a magma pool under the courtyard. It is possible this one could spread magma everywhere when we will raise the dyke because of pump-induced pressure ...

And here is the save: http://dffd.bay12games.com/download.php?id=12559&f=Murderflood+219.rar

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Zuglarkun on November 12, 2016, 12:55:33 am

This is a $\stackrel{\circ}{\Sigma}$ Diary $\stackrel{\circ}{\Sigma}$. All craftsdwarfship is of the highest quality.

It is encrusted with vomit and studded with blocks of unknown material.

The pages are masterfully penned with narration, flavor and descriptions.

This object menaces with spikes of Forgotten Beast silk.

On the item is an image of Taetrius "Gravekeeper" Alathrigoth and dwarves in obsidian. Taetrius "Gravekeeper" Alathrigoth is surrounded by the dwarves. The artwork relates to the appointment of Taetrius "Gravekeeper" Alathrigoth to the position of overseer of The Stirred Irons in 218.

On the item is an inscription. The inscription reads "Hum, that's a lot of crundles. And blood. And crundle blood. and dead crundles."

On the item is an image of CrAzY UrIsT and cats. CrAzY UrIsT is in a fetal position. The cats are laughing. The artwork refers to the discovery of CrAzY UrIsT's corpse in "the cat vault" in Spring of 218.

On the item is an image of dwarven woodcutters in nethercap wood. The dwarven woodcutters are drowning.

On the item is an image of dwarves and goblins. The dwarves are striking a menacing pose. The goblins are making a plaintive pose. The artwork refers to the routing of the goblins in Autumn of 218.

On the item is an image of forgotten beasts. The forgotten beasts are lurking everywhere. The artwork refers to the arrival of even more freaking forgotten beasts to Murderflood in 218.

On the item is an image of dwarves in limestone. The dwarves are partying. The artwork relates to the completion of the necropolis in Murderflood in 218.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on November 12, 2016, 05:37:44 am

Writing it was quite long (I spent at least four hours on each season), but gratifying. It is amazing how random silliness of dwarves can build a convincing story.

As for craftmanship of this diary, as a non-english speaker I have a question: I used 'dike' or 'dyke' for the magma moat, and I know the two may mean the same and one is ... ambiguous, but is one better/more used than the other?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Vuohijumala on November 12, 2016, 03:03:15 pm

Hey, I lick my shield if I wish to! Anyway, nice work Taetrius, a yearful of quality updates! A gravekeeper is a nice addition to Murderflood's storyline.

The amount of creepy beasts that appeared throughout the year is indeed quite staggering. Finally the bunkers proved their usefulness too! In your face, stupid titan! The levers and devices also keep multiplying, and I've already lost track of them ages ago. I've never done anything with minecarts either. But I'm still most worried about that one particular switch, which just happens to be located right next to a high traffic point, waiting for a dwarf to tantrum/go berserk on the most convenient location possible..

I'm tempted to take a turn, but I can't promise I have time for it yet. Maybe after a couple weeks or so. But I'll keep stalking around at least.

Should we try to get the queen, btw?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Fleeting Frames on November 12, 2016, 05:01:32 pm

- Glorious magma! Warm magma! OSHA-incompatible magma!

Murderflood's military considers a massive invading army less dangerous than their home. Truly spartan.

- Magma walls are nice. Mist turns to steam in the heat. (jk)
- Yay, community fortress pathfinding. Both overseers and creatures get lost.

That "floor-only thickness" happens sometimes with minimum distances. Brings magma closer, and means that sometimes you can hit a cave in from ceiling of first cavern straight to magma sea.

- When a dwarf bites an enemy, they are considered to have a hold on them. Try to dodge when being held still!

When unarmed civilians fight, biting and scratches are ways they can rip apart neck arteries, even when creature is so large that punches are ineffective.

- Could have cancelled Duck's job from 'j'obs menu, for instance.

And great straight tunnel for ranged attacks. The FB's webs are like ballista arrows, expect effective.

But sounds like the poison of the other beast is somewhat effective. No comparison to dwarven steel, but a few pools for goblin recruits to walk through might be neat.

And a third beast kebab. Eh.

- Would have thought you'd have just walled off the assemblies and pumps and let it flow over them. Guess not.
- Neat, another BD bait. Dunno what's the use, though.
- Had that happen with dffd too, so I've used mega before.
- Are you planning to fully submerge depot in magma?
- Massive nec---Is that turtle? The appearance is incongruous with the rest of the tileset.

Weird to see access stairs so isolated from each other.

- Neat cart system, though I guess the delivery point has to be reset manually after each filling?
- Heh. Wonder if you could mod coffins to act as beds?

Would dwarves sleep in filled coffins, then?

- My laughter goes out to the woodcutters.

I guess strange mood bait is Nawiri.

- So many parties in DF2014.
- Dodging through walls, I guess. Bad spot for barracks.

I don't think reducing barracks area is enough to avoid this, judging from ConstructIvory.

- Close by lever...Mention of said lever would be neat, I guess.

oh there it is

- One of the necropolis' western rooms is very cluttered.
- You can build a roller on the track/ramp IF the roller would attach to a machine, in which case it is left hanging.

As far as bumping goes, Larix's powerless designs use 1-tile trench.

NSE track crossing acts just like NSEW in most situations. A cart will not turn south on it when coming from east.

- English is third language for me myself and fox spellchecker is no help, but I think dyke is an insult for girls while dike is a pass-forbidding trench.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Triaxx2 on November 13, 2016, 09:03:36 pm

Yes, Dyke is an insult. Dike's hold back water or lava in this case.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on November 14, 2016, 04:33:22 pm

I thought dyke could be used as dike - but perhaps uncommonly because of its other meaning. Should I edit the diary? I don't feel the gravekeeper being vulgar, even if 13 years old sure love to swear.

To Fleeting Frames:

- I kew for biting dwarves, it's just it's quite funny first time you stumble on it, and I had never had a biting demo (had fun wondering how to give biting lessons)
- Didn't thought about the 'j' menu cancellation, as I only use it on my way to 'm'anager to find suspended construction works. I tried giving 'Duck' orders in a squad, forbidding the cage, but he wouldn't listen... Sad but usual with dwarves.
- unfortunately the salt blob poison was deadly dust, which did not appear to contaminate bodies or corpses. I was half dissapointed not to have a fun syndrome to deal with, with rotting dwarves everywhere would have fit the narration and justified the use of a dedicated gravedigger squad.
- Except if someone forgets to raise the steel bridge before releasing glass ones, depot should be safe. With current walls it can only be surrounded with magma, not submerged. If someone feels ready to raise the dike two levels in a go...
- yup, cart system delivers periodically to the same point till you open/close a door, thought it might be handy in case of climbing FB/crundel army to dump several magma salvoes in a row. For tracks, system try say a SE track makes the cart turns, problem is what does it do on a NSE? Go left, right, bump back?

As for next player, I guess Gwolfski will be busy a moment, he is here (http://www.bay12forums.com/smf/index.php?topic=161410.0) too.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Fleeting Frames on November 14, 2016, 08:03:22 pm

- Removing the stockpile also works.
- I see depot is unsafe, then.
- flat track NSE does same as NSWE or 1-tile bridge or etc. North goes to south, east goes to west, and both vice-versa. Really, it'd be faster to test it out than write your question, and I recommend having a testfort for quick 2-minute idle thoughts.

That designation is more interesting on ramps, though. Few uses:

- Altering EW and NSE, descending to west, makes for bidirectional any-speed checkpoint elevator. My go-to for moving magma-filled minecarts from depths of earth.
- 3-ramp dwarf pits with straight ramps to west and south or north makes for a common multi-pass redirectable system.
- Unlike a corner, it won't force a turn when cart goes over it at below derail speed. Allows you to make single-z two-way speed boost with opposing NSE and NSW ramps, or to give a spot of sideways velocity towards E while still continuing north or south, or be useful for ascending pits diagonally.
- Yes Gwolfski is prolific

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Triaxx2 on November 15, 2016, 06:47:22 am

Meh, I doubt Dwarves swear the same way.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: QuQuasar on November 21, 2016, 05:18:01 am

"Yar, can ye cowards not see the truth? If no overseer be comin' forward, Murderflood be facin' it's final hours! It be time! We must release the magma and live eternal in bright, burning glory!"

"You said Murderflood was facing it's final hours last month, when that Forgotten Beast arrived."

"Aye, but this time be for reals, I be telling ye!"

"And the time before that, when the woodcutters were drowning..."

"The lake be takin' us one by one! Ye cannot tell me that not be a sign the end times be upon us!"

"And the time before that..."

"... it was a terrible beastie fueled by wrath, I tell ye!"

"... it was a honey badger."

"FUELED BY WRATH! SOMEBODY PULL THE LEVER BEFORE IT TAKES US ALL! YAR!"

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Gwolfski on November 21, 2016, 02:38:22 pm

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Taetrius on November 29, 2016, 09:52:03 am

Do NOT pull the lever. I gotta make a volcano first.

Anyone got the save? Did I kill the fortress by wall-texting it to oblivion?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Fleeting Frames on November 29, 2016, 08:37:17 pm

There's nobody on turn list is all (granted, Taupe is afk :v)

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Taupe on November 30, 2016, 04:23:42 am

Gwolfsky shotgunned the turn. Not sure whats happening with that.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Fleeting Frames on November 30, 2016, 09:46:18 am

Well, right now they should be busy in Succession World (they said they'd start on monday, but have failed to post any daily updates with pictures) as well as busy redoing ringlingling's succession (lost save to corruption), at the very least.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Gwolfski on November 30, 2016, 02:12:03 pm

Quote from: Fleeting Frames on November 30, 2016, 09:46:18 am

Well, right now they should be busy in Succession World (they said they'd start on monday, but have failed to post any daily updates with pictures) as well as busy redoing ringlingling's succession (lost save to corruption), at the very least.

I'm busy, sorry bout this. Got a 3 day weekend, so I expect to get some stuff done then.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Taetrius on January 02, 2017, 08:39:35 am

Apparently the fortress went into hibernation. Should we try to revive it? Or give it a proper burial in magma? Any taker?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Fleeting Frames on January 02, 2017, 11:17:47 am

Well, you could poke Gwolfski to make the volcano I guess.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Gwolfski on January 02, 2017, 08:28:17 pm

Quote from: Fleeting Frames on January 02, 2017, 11:17:47 am

Well, you could poke Gwolfski to make the volcano I guess.

Yes

And, I'm sorry, but Christmas happened.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Taupe on January 02, 2017, 11:51:36 pm

Quote from: Gwolfski on January 02, 2017, 08:28:17 pm

And, I'm sorry, but Christmas happened.

good job, you made mr Scrooge cry.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Gwolfski on January 06, 2017, 07:11:18 am

Goblin siege. 5 casulties. Front lawn cyan.

edit: make that 7. Second part of army showed up.

more edit:

Screams echo through the fortress

Thob McPumpDwarf has been possessed!

Ah, finally. Time to have some fun again. Shame about this body, but sometimes a ghost gotta take what's up for grabs.

First things first. Housing. Thob's old room won't do at all.

WHO DARES TO LIVE IN MY HOUSE?!? OUT!

the farms are totally *not* on fire and covered in magma.

bone carver got a mood

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: FakerFangirl on January 06, 2017, 09:20:58 am

Quote from: Taetrius on January 02, 2017, 08:39:35 am

Apparently the fortress went into hibernation.

Should we try to revive it? Or give it a proper burial in magma? Any taker?

I have plenty of free time. Been playing Dwarf Fortress full-time since November. I play in ASCII.

Quote from: Fleeting Frames on November 29, 2016, 08:37:17 pm

There's nobody on turn list is all (granted, Taupe is afk :v)

What do the traders want and what exactly should I do? Which aspects of the fort are not automated? I can just run it for a year, intercepting any skulking vermin that attack.

@Gwolfski: Yes.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Gwolfski on January 06, 2017, 09:56:48 am

In case no one noticed, I'm building the volcano now?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Taupe on January 06, 2017, 11:57:43 am

Quote from: Gwolfski on January 06, 2017, 09:56:48 am

In case no one noticed, I'm building the volcano now?

You need to start using like, screenshots or something.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Gwolfski on January 06, 2017, 01:08:37 pm

Quote from: Taupe on January 06, 2017, 11:57:43 am

Quote from: Gwolfski on January 06, 2017, 09:56:48 am

In case no one noticed, I'm building the volcano now?

You need to start using like, screenshots or something.

I know, but still, upon reading of my post, it should be obvious that I'm doing something. however, I will take some screens and post them here. Why were the reactors never used?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: QuQuasar on January 07, 2017, 03:43:21 am

Quote from: Gwolfski on January 06, 2017, 01:08:37 pm

Quote from: Taupe on January 06, 2017, 11:57:43 am

Quote from: Gwolfski on January 06, 2017, 09:56:48 am

In case no one noticed, I'm building the volcano now?

You need to start using like, screenshots or something.

I know, but still, upon reading of my post, it should be obvious that I'm doing something. however, I will take some screens and post them here. Why were the reactors never

Because water reactors are a terrible blasphemy against the gods in a zone where you're getting 40 power per wind turbine and are, like, barely a couple dozen z-levels above the magma sea. Also, I'm under the impression they consume your poor FPS and regurgitate it's bones upon your successors.

Basically, screw water reactors forever may they all be submerged in magma and obsidian.

Quote from: Taupe on January 06, 2017, 11:57:43 am

Quote from: Gwolfski on January 06, 2017, 09:56:48 am

In case no one noticed, I'm building the volcano now?

You need to start using like, screenshots or something.

Seconding this. Your standard Gwolfski turn is like a completely opaque black box out of which the rest of us can occasionally just barely make out the muffled screams and smell of burning dwarves.

Post by: Zuglarkun on January 07, 2017, 03:45:02 am

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Quote from: Gwolfski on January 06, 2017, 01:08:37 pm

Quote from: Taupe on January 06, 2017, 11:57:43 am Quote from: Gwolfski on January 06, 2017, 09:56:48 am

In case no one noticed, I'm building the volcano now?

You need to start using like, screenshots or something.

I know, but still, upon reading of my post, it should be obvious that I'm doing something. however, I will take some screens and post them here. Why were the reactors never used?

Gwolfski, its plain to see in this thread that its not the first time you promised something and failed to deliver. Not going to comment on that, still hoping you would do some good with the fort, well since November. As for the reactors, I'm assuming its those you built during your turn?

Two words - TOO DWARFY

(complicated, poorly labeled, not sure if will destroy fortress if and when it started working properly)

I believe several overseers including myself tried to get it to work with the instructions you gave and fiddled about with it for awhile. We gave up. Figured it would be easier to just build a new one :\

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Gwolfski on January 07, 2017, 03:31:57 pm

Just to say, I am documenting my turn carefully, but cannot post pictures till monday, parents forgot to pay bill by accident and im running on mobile data.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Triaxx2 on January 07, 2017, 09:40:16 pm

I built one, but had an evaporation problem. IE, I was seeing 7/7 water evaporate.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Fleeting Frames on January 08, 2017, 07:00:39 am

"Thob McPumpDwarf" - Sure sounds useless. Well, you pick what you can.

Worrying amount of casualties.

Good that farms are fine - it'd be shame if fort starved.

@QuQuasar: I think permaflow waterwheels(with map edge drains sealed after installation) should be relatively FPS friendly, if pretty

much unstoppable, unless you link a gear a lever or deconstruct something or pour magma over them.

Granted, I generally don't even brother with that or wind and instead toss a minecart on track stop into two-tile pond and stick a waterwheel on top. Sometimes I manage to create permaflow there too.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Gwolfski on January 09, 2017, 05:35:00 pm

Journal of Gwolfski

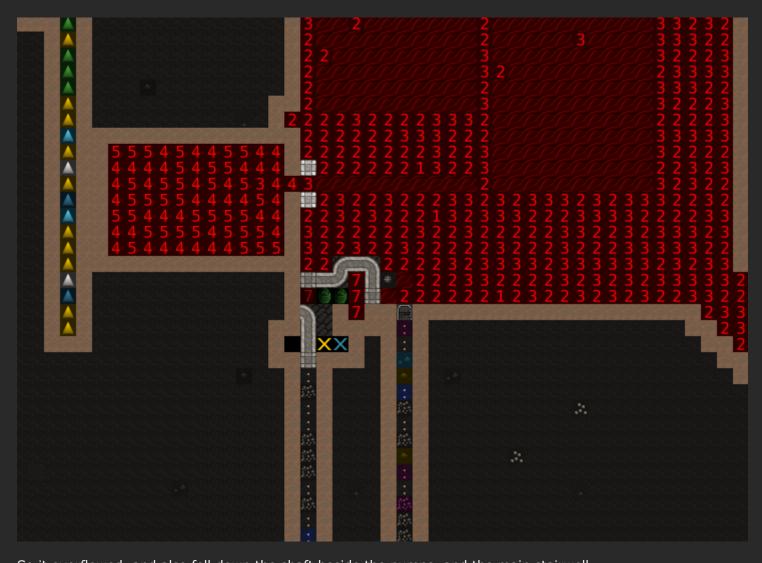
After some minor setbacks, work is continuing well.

I probably should tell ya about the setbacks.

I was preparing to raise the dyke up a level, so I had a reservoir dug. It breached the farm--- the farms are totally fine! ---and the wall I had constructed was sadly unfinished. I was unaware of this, and ordered the reservoir filled.

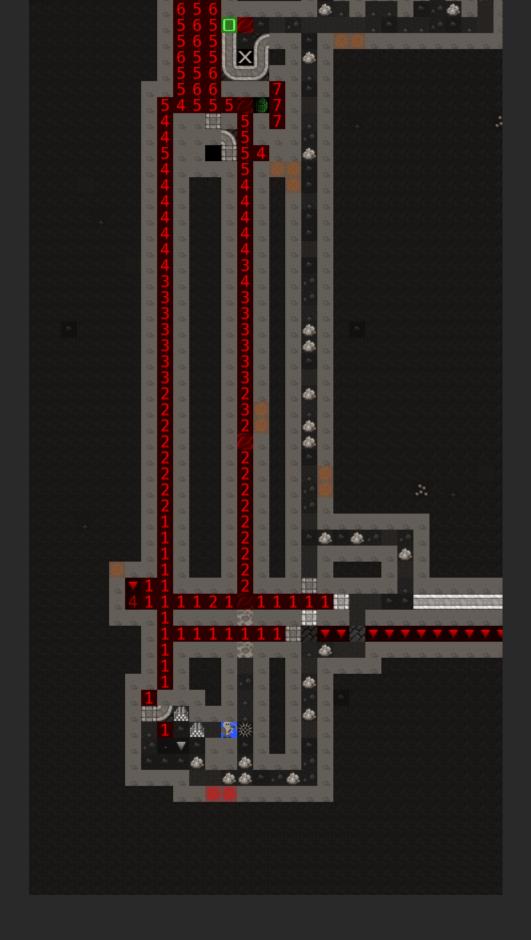


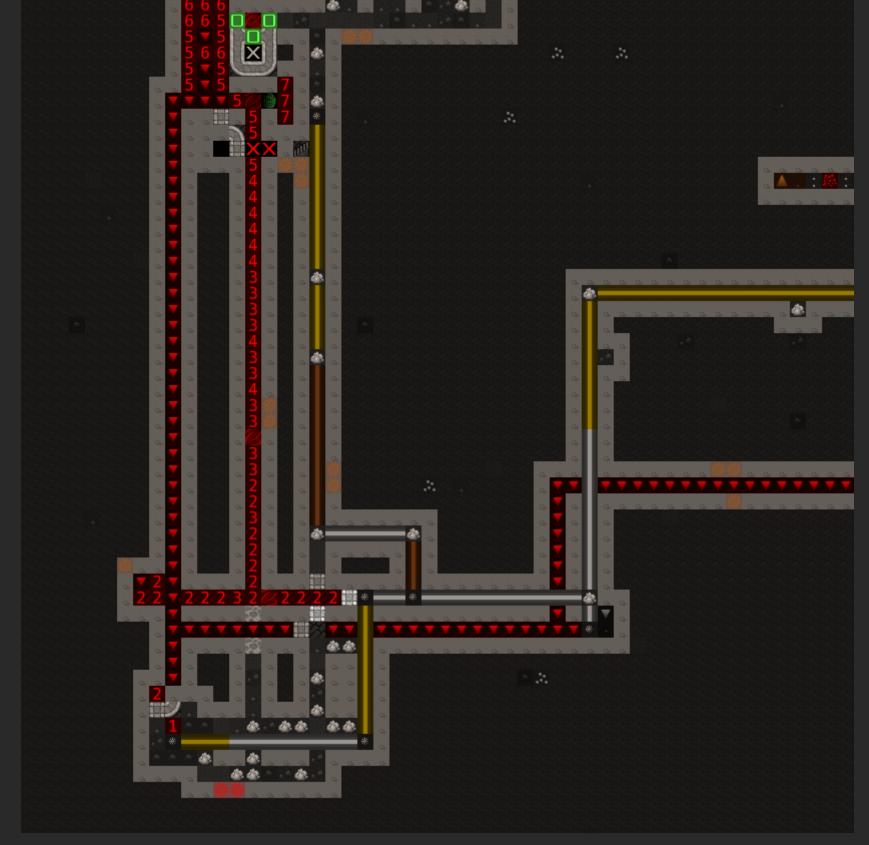
TOTALLY FINE!!!!



So it overflowed, and also fell down the shaft beside the pumps, and the main stairwell.

I tried flooding it, but that failed. So I cleverly fixed it at the source: At the intake. The magma falling down the shaft was rerouted to the feeder pumps. This overflowed onto wooden axles, which couldn't handle the !!POWER!!. Solutions have been found, though.



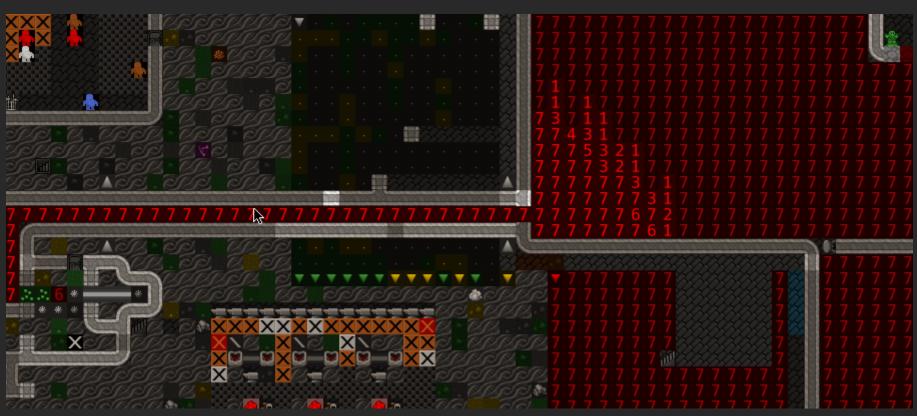


After these problems have been solved, and a bit of redesign, dyke filling commenced!

Pull da lever!!!!



It flows!



Yes! oh, I think it stopped.. :(



or not! The power of PRESSURE!

Poor ants. I hope they escape.

Why is this here?
({orthoclase crown})
obsidian Bridge
black sand
Lava [7 /7]

Oh, wonderfull Replace our losses.

Some migrants have arrived.

I'll write out the new citizen list soon.

The volcano is coming along well. Mwa ha haha!

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Fleeting Frames on January 09, 2017, 11:50:05 pm

- Heh. Lack of double-checking...Well, you did install a drain?

And oh dear dams. Well that's chaotic.

- new citizen list?

I suppose you did flood the main stairwell with magma.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Gwolfski on January 10, 2017, 02:06:46 am

Surprisingly, nobody died from magma related causes, I think.

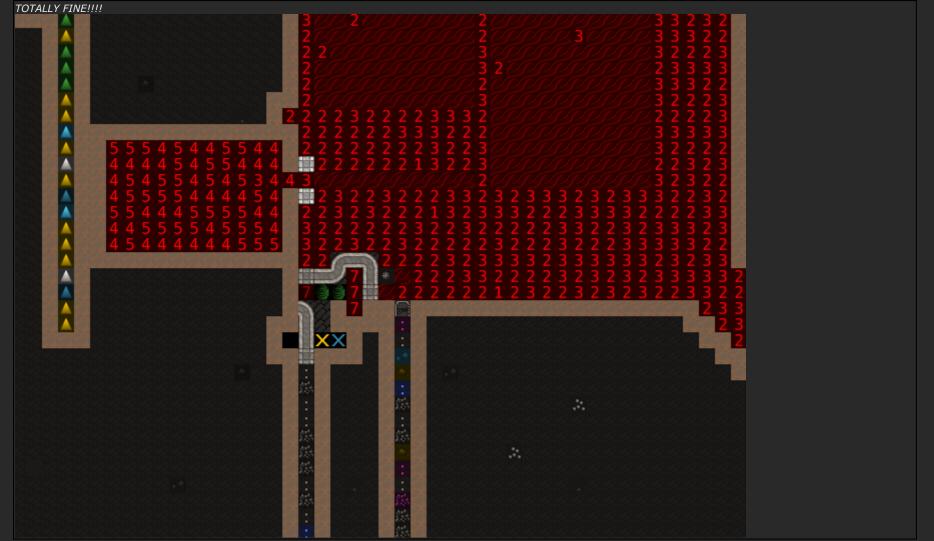
Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Vuohijumala on January 10, 2017, 12:52:01 pm

Do please tell that Vuohiparta is alive. He is, right?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taetrius on January 10, 2017, 02:30:57 pm

So glad to see the fort alive and (relatively) well... Magma floods appear unavoidable in Ardentdikes sequels...

Quote from: Gwolfski on January 09, 2017, 05:35:00 pm



Do you think this will improve crop yield? Volcanic soil is renowned for fertility, and it would be far more dwarfish than potash imho...

Quote from: Gwolfski on January 09, 2017, 05:35:00 pm

So it overflowed, and also fell down the shaft beside the pumps, and the main stairwell.

I don't think the magma reached the necropolis, and the Gravekeeper should (might?) be fine. Is he still training? However, how did that flood affect the minecart system power supply? Will we have to fix it? Even if I must admit you are probably slightly more effective at pouring magma everywhere underground...

Quote from: Gwolfski on January 09, 2017, 05:35:00 pm



I fear you forgot to adapt magma bunkers around the main entrance : they will sure be effective, but a bit of an FPS hell as now they directly feed in the dyke. Truth be told, those glass bridges will do exactly the same thing. Hot mess to deal with for future invaders... Speaking about pressure... I think there was a pit in the courtyard directly linked with southern magma moat: might be worth fixing before opening those iron dams...

Can we have a look at old northern entrance? Did you fix it to allow use after magma submersion, or did it become (yet) a(nother) way to flood the fortress?

Quote from: Gwolfski on January 09, 2017, 05:35:00 pm

The volcano is coming along well. Mwa ha haha!

I REALLY want to see that!

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Gwolfski on January 14, 2017, 03:59:55 am

Just to say, I should be done by the weekend end and have an update up this evening.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taupe on January 14, 2017, 09:43:29 pm

Keep it up!

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Gwolfski on January 15, 2017, 04:56:33 pm

I apologize for not posting an update, but a friend was visiting. Sorry!

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Gwolfski on January 24, 2017, 02:27:24 am

I sorta ran overtime by a lot here. I couldn't do a full year, so I'll be posting the save and writeup later today. I apologize for taking so long.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Taupe on January 24, 2017, 04:56:42 pm

How far did you get?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Gwolfski on January 24, 2017, 05:30:08 pm

4 1/2 months, 1/2 a volcano.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: QuQuasar on January 24, 2017, 05:54:32 pm

Silence in the dining hall, but for the clink of spoons and the clack of mugs. All was surprisingly peaceful: it was too early in the morning for quaffing and carousement, and nobody was entirely sure what they were supposed to be doing. And then...

"YAR! IT BE TIME!"

"Here he goes again! Grab him!"

"YE CAN HUMILIATE ME, YE CAN KICK ME OUT OF ME HOME, BUT YE CANNOT KEEP ME FROM FINISHING ME STORY!"

"I've got his arm! Gah, he's flailing! Sombody get that other arm!"

"YE COWARDS CANNOT STOP ME FOREVER! MURDERFLOOD WILL LIVE UP TO THE NAME! ALL WILL BURN!"

"Dammit, I'm losing hold of him! Will somebody please-"

Crack!

[slump]

"Thank you."

"Mmm."

"We should lock him up."

"Justice hasn't found him guilty of any crime. Can't punish someone for what he might do."

"What do you mean 'might'? He's told us he's going to kill us all! Repeatedly!"

"Justice is what it is. Only the overseer can countermand it."

"The overseer doesn't care: heck, we wouldn't even be having this problem if the overseer hadn't kicked him out of Gwolfsky's old house and took it for his own. He's doing this practically every day now!"

"Mmm hmm."

"... so that's it then? All we can do is keep an eye on him and whack him over the head him whenever he goes near the lever?"

"Sounds about right."

"We're all gonna die, aren't we?"

"Now you're getting it."

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Gwolfski on January 25, 2017, 02:29:32 am

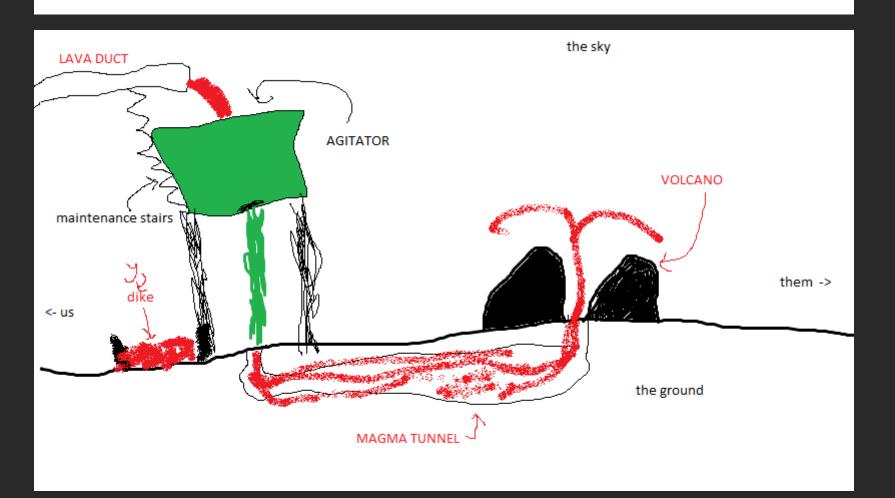
Save: http://dffd.bay12games.com/file.php?id=12681

Writeup: WIP

Edit: Silly me forgot my DF usb key. So no images, unless I feel like MS Paint.

edit2:

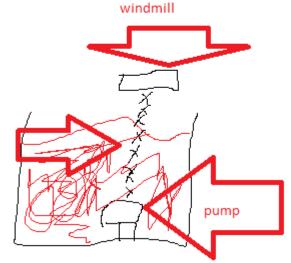




AGITATOR!

the agitator is a wind powered pump lowered in the lava, preferably 2.7 levels deep. It is essential for the eruption to occur. It would be helpfull to be able to disable it for fps reasons. Actually, put it as low as possible in the reservoir to ensure maximum duration of eruption.

gears





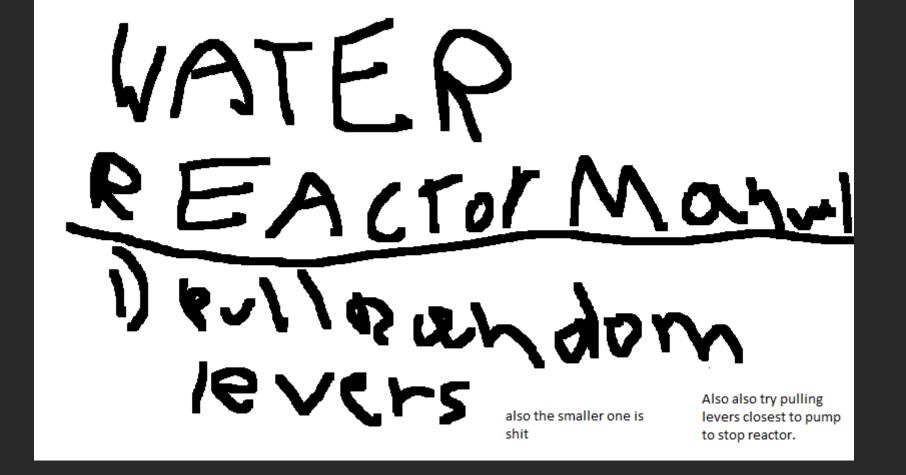


the bridge is controlled by a CLEARLY

LABELED lever in my bunker. 1 z level above
Shift+F7

during construction, use wood bridges on the inside as scaffolding. They'll burn.

Also, I f*cking labeled every lever I placed. You better be happy.



It would be nice if someone finished the volcano

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: OAOGigmaster on February 02, 2017, 02:52:01 pm

Sign me up for a turn! I'll like, stream it and everything so our shame is visible for all the world to see.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Gwolfski on February 02, 2017, 05:42:28 pm

Quote from: OAOGigmaster on February 02, 2017, 02:52:01 pm

Sign me up for a turn! I'll like, stream it and everything so our shame is visible for all the world to see.

Cool! I'll try to catch the stream and I can explain my various insane machineries also just pick up the save and play, no real turn orders here

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: OAOGigmaster on February 02, 2017, 05:51:45 pm

Quote from: Gwolfski on February 02, 2017, 05:42:28 pm

Quote from: OAOGigmaster on February 02, 2017, 02:52:01 pm

Sign me up for a turn! I'll like, stream it and everything so our shame is visible for all the world to see.

Cool! I'll try to catch the stream and I can explain my various insane machineries also just pick up the save and play, no real turn orders here

Erp XD. Really? Just pick it up and go?

I'll be doing a turn in Murderflood after I finish my turn in Gloomdiamonds. Most likely on a Friday.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: QuQuasar on February 02, 2017, 08:17:59 pm

Quote from: OAOGigmaster on February 02, 2017, 02:52:01 pm

Sign me up for a turn! I'll like, stream it and everything so our shame is visible for all the world to see.

Pull the murderlever

Sounds awesome! At the moment we have no overseers in the queue, so yeah, pick it up whenever you feel like it.

I'm interested to see just how much the place has changed and how many of my traps devices have been broken.

Anyway, good luck!

Pull the murderlever. Do it. Do it now

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: OAOGigmaster on February 02, 2017, 09:24:53 pm

Man, that awful plumbing in my computer box. Sounds like some kind of heart murmur, the kind you hear on the monitor of a serial killer.

kicks said computer box

Think it's gone.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Fleeting Frames on February 06, 2017, 06:40:47 am

† Hm. I'm reminded of TAG flooding all living spaces and locking people in their small villas.

Though this time, it should go faster. There's already a moat, after all.

Those poor wagons. Cruel siege. Got to carve a memorial to the wagon, I guess.

† Huh? I thought you'd make the volcano pump on top of 'us', not away from fort :P

Still, I wonder if it works....Well, I guess it might splort on the landscape at highest z-level with good pump array?

It'd probably also be helpful to disable the agitator for "not wanting to die" reasons :P

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Blitzgamer on April 04, 2017, 01:15:01 pm

Pokes the dead thread.

Hello, anybody here?

Shame. I'd love to take over, but having 0 df experience, much less succession fort experience, I wouldn't be able to make heads or tails of this. Still, the knowledge that I've killed a forgotten beast, have two kids who've made artifacts, one a captain of the Honorable order of the cactus, fills my heart with honor. It's just a shame that this fort petered out, as opposed to dying in a blazing flood of murderous glory.

However, I will be sending a link of this to some friends who play df. Who knows, maybe one of them will take up the call.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Gwolfski on April 04, 2017, 05:03:59 pm

Quote from: Blitzgamer on April 04, 2017, 01:15:01 pm

Pokes the dead thread. Hello, anybody here?

Shame. I'd love to take over, but having 0 df experience, much less succession fort experience, I wouldn't be able to make heads or tails of this. Still, the knowledge that I've killed a forgotten beast, have two kids who've made artifacts, one a captain of the Honorable order of the cactus, fills my heart with honor. It's just a shame that this fort petered out, as opposed to dying in a blazing flood of murderous glory.

However, I will be sending a link of this to some friends who play df. Who knows, maybe one of them will take up the call.

just play

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: TheFlame52 on April 04, 2017, 06:24:34 pm

Anything is better than a dead game. Even if you kill the fort it will be better than it fading into obscurity.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Blitzgamer on April 04, 2017, 10:52:25 pm

I dont even have a way to play it. All my updates are via phone

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: TheHossofMoss on May 17, 2017, 06:38:00 pm

I remember posting to watch this about two thread switches ago back in 2015. It was a slow day at the bookstore, and after I had PTW, things got busy so I forgot about it. Present day, I saw it in my "show new replies to your posts" area, and I remembered my initial awe at the thought of murder-lava-death-fort incarnate.

I hope y'all haven't abandoned this fort.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: TheFlame52 on May 17, 2017, 10:56:06 pm

Take the save.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Taupe on May 18, 2017, 03:12:22 pm

You are hired.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Triaxx2 on May 19, 2017, 06:48:06 am

You have the POWER!

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: TheHossofMoss on May 19, 2017, 05:25:33 pm

I see y'all are needing someone desperately to pick up the mantel and continue the fort. I'm willing, but just be warned I'm not familiar with magma pumps, or huge mega projects involving complex amounts of machinery. I am, however, quite intrigued by it all. I'm also not green, I've played since ~2012. So I know enough to keep the fort alive. Basically, I might royally screw up this place (unless y'all want to go out in a blaze of g[i]ory).

With that said, do y'all still want me to give it a go? If so, send me the save. I'll try to get on it tonight or tomorrow sometime. Also, DF 40.4 right?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Taupe on May 20, 2017, 01:59:35 am

go

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Triaxx2 on May 22, 2017, 04:40:54 pm

Blaze of glory is fine. (He says, having been already killed by Lava once.)

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: TheHossofMoss on May 24, 2017, 01:39:05 pm

Alright, I accept the suicide mission. I'll try to blaze a trail of glory as best as I can. Where do I get the save (never done a succession fort before)?

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: TheFlame52 on May 24, 2017, 06:35:47 pm

Quote from: TheHossofMoss on May 24, 2017, 01:39:05 pm

Alright, I accept the suicide mission. I'll try to blaze a trail of glory as best as I can. Where do I get the save (never done a succession fort before)?

Quote from: Taetrius on November 11, 2016, 06:52:20 pm

And here is the save: http://dffd.bay12games.com/download.php?id=12559&f=Murderflood+219.rar

Gwolfski never posted one.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: Gwolfski on May 25, 2017, 01:24:39 am

Quote from: TheHossofMoss on May 24, 2017, 01:39:05 pm

Quote from: TheFlame52 on May 24, 2017, 06:35:47 pm

Alright, I accept the suicide mission. I'll try to blaze a trail of glory as best as I can. Where do I get the save (never done a succession fort before)?

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And here is the save: http://dffd.bay12games.com/download.php?id=12559&f=Murderflood+219.rar

Gwolfski never posted one.

I did? http://dffd.bay12games.com/file.php?id=12681

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save! Post by: TheHossofMoss on May 25, 2017, 05:31:55 am

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Quote from: Gwolfski on May 25, 2017, 01:24:39 am

Quote from: TheFlame52 on May 24, 2017, 06:35:47 pm

Quote from: TheHossofMoss on May 24, 2017, 01:39:05 pm

Alright, I accept the suicide mission. I'll try to blaze a trail of glory as best as I can. Where do I get the save (never done a succession fort before)?

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Gwolfski never posted one.

I did? http://dffd.bay12games.com/file.php?id=12681

Thank you kindly, I'll get to crackin' as soon as possible.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: TheHossofMoss on May 30, 2017, 01:47:49 pm

Apologies for the wait. The way that I was wanting to bring this story to an "end" didn't pan out the way I intended. It was such a shame, as it took a long time to pull it off, and it didn't work. As you're probably aware, there's many easy ways that you could end the fort. But that would be cheap, and I want such a great story to have a matching, suitable ending.

I've had another idea that came to mind, so as soon as I have time this weekend, I will try to accomplish it. My friend that's a writer may or may not help me flesh out the story, too.

Title: Re: 'Murderflood: (Ardentdikes IIIv3) You, there, grab this save!

Post by: Zuglarkun on August 03, 2017, 01:05:38 pm

Just to drop in to say that I reuploaded all the missing images from my turns (down due to photobucket debacle) and updated the overseer log's and gallery images that I should have updated a long time ago as well. Everything should be up to date now. You fellas might want to check it out, there are some nice gif captures of the fortress in armok vision in there.

Also Vouhijumala and UristMckiwi, if you are looking at this, the images from your turns are down too. I would really appreciate it if you could re-upload them, but I'm not keeping my hopes up, so its up to you. So don't worry about it unless you want to :)

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